Posted by Aircraftkiller on Wed, 24 Aug 2011 01:47:43 GMT
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I'm having an issue with the blossom trees and the associated sounds. I've created a bone called tibsound, and it has an aggregate attached named fjord_blsm_s. This is the sound file I've created in W3D Viewer. It works fine in W3D Viewer, but it crashes Renegade.

I was thinking that it might be a sound file that's incompatible with Renegade, since I mixed it together from a few sources and tried to make it "blossomy" so that it fit the tree. I tested it by using a sound from Renegade and still got the same crashing.

I've attached the files if anyone could help debug this problem. The trees look great in-game, but I'd like to push it farther with a sound aggregate.

File Attachments
1) blossom-tree.rar, downloaded 128 times