Subject: Help? What is my probem?
Posted by Captkurt on Sun, 09 Mar 2003 19:47:04 GMT
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I made my own building in RenX, loaded it into level edit as an Aggregates, did the animations, so when it got destroyed. etc... It all looks good in the W3d Viewer, even seems to work in the level edit, I can make, move or what ever else you do with Aggregates, I can do all of this, in Level Edit. it seems to be fine. But when I compile it to game, whether it is .mix or pkg. Renegade starts loading my map, and then about halve way or so, it kicks me out to my desktop. Does any one know what may be causing this? Do I need to make the building controller, and tile all in a TEMP format? Or what. So far I did not use or make any of it with TEMPS. Any help at all would be greatly appreciated. Thank you.