
Subject: A lot of things to .mix..

Posted by [xpontius](#) on Fri, 07 Nov 2003 17:48:51 GMT

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The TS map Im working on no matter how careful i try not to press mod, it still crashes in renegade. When i tried to export it under a different name-(first it was "C&C_TS_Stronghold.mix" that crashed) Then i tried "C&C_TS_Strongholdx.mix" just to see what would happen. I got the blue void that time for some reason. Does anyone know about this, if there is a certain way or something when exporting. Nothing like this happened when i did Pacific. I had restarted the LE process a few days ago with it, put in all the BASIC stuff, spawners, beacons,waypaths etc. Then I temped a silo roof for both GDI and NOD. I did only one gdi silo top the first time and exported it and it worked. Then when i put all 4 silo tops on it exported it and it crashed and would keep crashing. Im confuzzed
