
Subject: Whenever I play my map in renegade it crashes!

Posted by [laeubi](#) on Mon, 17 Nov 2003 16:08:54 GMT

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Quote:by titan

make sure all your files are under 15 charcters long.

also make sure if you edit any textures or .w3d's dont save them as the same name!!!!

example you edit the texture L01_grass.tga and make it a shade lighter or change the size from 512x512 to 256x256 save it as L01_grass_o0o.tga or whatever esle under 15 characters.

I'm to lazy to type this again and this is exactly what i wnat to mentioned next

Well, test your Map on an ATI card.. if it don't crash there its a problem I'm currently having too that cause ren to crash on Geforce cards.
