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Subject: Renegade crash

Posted by [Tidu](#) on Wed, 16 Jun 2004 15:55:00 GMT

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I have my map made, I did all the steps (except dynamic culling system) and I start it up in Renegade. Once the map is done loading, renegade closes. I know its not because of the naming, or the dynamic culling, because i've gotten other maps to play w/o dynamic culling. I have 2 custom vehicles in my map, a gunboat & hovercraft, but i don't think that would be it. and i didn't do compute vertex solve because it would make everything dark (i tried and didn't like it so i restarted without saving). would that be the problem?

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