Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Sun, 06 Oct 2002 19:56:00 GMT
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I just finished my newest map C&C Isle and it seems to be crashing everytime I try to load it.Any help would be appreciated.C&C River Camp had a problem with TEMP presets. I couldn't add more than 5 TEMP presets to the library or the next ones wouldn't load, they would be completely invisible, not sure why that. Maybe some sort of problem when you make the map in Heightfield?

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Sun, 06 Oct 2002 20:06:00 GMT
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I had that problem when I exported to mix. If it works as a pkg file, but not mix, then you have modified the presets without using temp. If it doesn't work a pkg, load it up in level edit and see if you get any missing preset errors.

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Sun, 06 Oct 2002 20:12:00 GMT
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Renegade crashes when loading it as MIX and as PKG.

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Sun, 06 Oct 2002 20:13:00 GMT
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Hmm.....customized TEMP weapon spawners could make a map crash? That's the only thing that called my attention until now. Possibly?

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Mon, 07 Oct 2002 03:37:00 GMT
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If you moved a w3d file, it could also crash looking for it for it to use. Ive had that problem, you obviously have a file moved that you had in the map, a w3d most likely.

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Mon, 07 Oct 2002 09:27:00 GMT

No. Everything is set up properly. No missing or moved W3D files. I've tried to remove all TEMP files from Heightfield map but it still crashes.

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Mon, 07 Oct 2002 09:31:00 GMT

Renegade simply shut down entirely. It returns to windows. I'm trying to make the map load making different changes on map: Remove TEMP presets, remove spawners.......All crashes.

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Mon, 07 Oct 2002 14:01:00 GMT

That was a preset problem I had, but I guess you've already tried that. Try another map, see if it's a system problem.

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Mon, 07 Oct 2002 14:16:00 GMT

I've remove ALL TEMP presets and still crashes. It's something with the terrain. Greg? A help word here?

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Mon, 07 Oct 2002 17:11:00 GMT

I wish I could give you an answere but its hard for me to guess what the problem is with the given information... greg

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Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Tue, 08 Oct 2002 10:55:00 GMT

Ok heres the problem detailed: I made a map using Heightfield normally. The terrain name is "Heightfield 1" and there are 5 textures currently being used (Materials).I've managed to add some TEMP .w3d files to the map such as reflective water and some other stuff that was made in RenX. I added them as TEMP in Tiles section.Used some presets that were already in library

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such as the fire log.Tries:Exported normally as MIX and in PKG for testing: Both crashed.Removed all presets (TEMP ones): Crashed.Removed customized weapon spawners (TEMP and customized ones): Crashed.That just lead me to believe is something wrong with the terrain.

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Wed, 09 Oct 2002 21:12:00 GMT
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Is your Renegade patched to the latest version? (probably is but its worth checking...)

Subject: Map crashes before loading on Renegade? Greg? Limitations of
Posted by Anonymous on Wed, 09 Oct 2002 22:12:00 GMT
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I don't think you can have a lot of reflective meshes. Not sure, but try reducing those.