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Subject: Mission Maps crashes client

Posted by [Nightma12](#) on Mon, 30 May 2005 20:23:23 GMT

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for some odd reason my M02.mix crashing the renegade client on join =/ (server is fine)

basically i upload M02.mix to server, and it runs fine

so then i put in my M02.ldd & M02.lsd and restart server, and it crashes the client :S

my M01.mix works fine.... =/ (i havnt done the rest yet)

<http://www.aohost.co.uk/M02.zip>

includes the lvl, & the lsd & ldd files that i was uploading

any ideas? >.< i cant seem to fix the bloody thing

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Subject: Re: Mission Maps crashes client

Posted by [\\_\\_PISTOL\\_](#) on Wed, 08 Jun 2005 23:16:29 GMT

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Are you remembering to put the presets (objects.ddb) that you modified in you data folder? That's usually why:\

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Subject: Re: Mission Maps crashes client

Posted by [Nightma12](#) on Thu, 09 Jun 2005 15:56:31 GMT

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i did not modify objects.ddb =/

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Subject: Re: Mission Maps crashes client

Posted by [Obelisk](#) on Thu, 09 Jun 2005 16:11:26 GMT

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Did you edit this map before playing it. I've had this happen before. In leveledit try just loading the terrain rather than the intire level.

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Subject: Re: Mission Maps crashes client  
Posted by [flyingfox](#) on Thu, 09 Jun 2005 16:49:03 GMT  
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Maybe the client needs the ldd and lsd files?

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Subject: Re: Mission Maps crashes client  
Posted by [Nightma12](#) on Thu, 09 Jun 2005 17:01:31 GMT  
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Quote:Did you edit this map before playing it. I've had this happen before. In leveledit try just loading the terrain rather than the intire level.

so how comes M01.mix worked :S

i edited M02.lvl that i got form ftp.westwood.com =/

Quote:Maybe the client needs the ldd and lsd files?

somehow i doubt that, coz M01 works fine, lol

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Subject: Re: Mission Maps crashes client  
Posted by [flyingfox](#) on Thu, 09 Jun 2005 18:24:53 GMT  
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But did you add ldd and lsd files to your M01?

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Subject: Re: Mission Maps crashes client  
Posted by [ghostSWT](#) on Thu, 09 Jun 2005 20:16:43 GMT  
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i have the same problem with M02. Tried to fix it for about 20 mins but couldn't so i just moved on the the next map.

I can make 00,1,3,4,5,6,8,10,11,13 without a problem but for some reason m02,m07 are a problem for me, and m09 has from what i understand an uncentered map in the w3d file which causes you to move the the wrong direction unless you are looking north. I spent about 1 hour on trying to get 2,7,9 to work, but couldn't I'm sure with more time it could be done.

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