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Subject: Another Problem: Flame Tank Crashes Renegade :(  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 11:52:00 GMT

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Ok.. i was working on my map.. i exported it, and whenever the flame tank shoots any building with its flame guns of doom, the game just quits out really fast and I was wondering if anybody else has had this problem and how to fix it.

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Subject: Another Problem: Flame Tank Crashes Renegade :(  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 11:57:00 GMT

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quote:Originally posted by nvm6w3:Ok.. i was working on my map.. i exported it, and whenever the flame tank shoots any building with its flame guns of doom, the game just quits out really fast and I was wondering if anybody else has had this problem and how to fix it.I had that problem, but with the Flamethrower (Heh...not much difference =P)I just closed LevelEdit after exporting, restarted my computer (I had a very low RAM, most of it was already used) and reopened LevelEdit.Made the refining step on the map again, then simply re-exported. It's fixed

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Subject: Another Problem: Flame Tank Crashes Renegade :(  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 15:36:00 GMT

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quote:Originally posted by nvm6w3:k thanks that fixed the crashing, but now the flame tank can destroy any and all buildings in less than 4 seconds!? how do i get it back to doing normal damage?I believe it will have to be a .mix map. Not sure, but I had the same problem and the .mix did the trick.

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Subject: Another Problem: Flame Tank Crashes Renegade :(  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 22:35:00 GMT

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blargh... delete ANY of the ini files that you aren't using in  
"/RenegadePublicTools/YourMod/Always/INI/"it is armor.ini that is causing the problems, so just delete that before exporting, and it will use the always.dat one.price you have to pay

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Subject: Another Problem: Flame Tank Crashes Renegade :(  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 00:16:00 GMT

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k thanks that fixed the crashing, but now the flame tank can destroy any and all buildings in less than 4 seconds!? how do i get it back to doing normal damage?

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