
Subject: single player maps crashing within 10 min of gameplay!

Posted by [cncnick13](#) on Mon, 12 Nov 2007 03:00:50 GMT

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yup single player maps crashing within 10 min of gameplay!

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Sn1per74*](#) on Mon, 12 Nov 2007 04:06:05 GMT

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Ok... So?

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Lone0001](#) on Mon, 12 Nov 2007 06:07:34 GMT

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what happens beforehand, more details!

Why does everyone assume people on renegade forums can read minds?

Edit: Actually I do have one idea but first I have to know is this on a laptop or a desktop?

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [cncnick13](#) on Mon, 12 Nov 2007 22:30:47 GMT

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ok well every time i add a single player map on fds it only works for 10 min then says at top game play interrupted then crash thats all!on desktop!!

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Lone0001](#) on Mon, 12 Nov 2007 23:47:53 GMT

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yea im not sure if unedited original maps are meant to be played on a fds what is your connection speed?

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [cncnick13](#) on Mon, 12 Nov 2007 23:53:24 GMT

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1m its the maps from the co-op pakage on game maps.net the regular one only last 5 min

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [cncnick13](#) on Tue, 13 Nov 2007 00:22:57 GMT

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wait i no why it crashes.cause when i add objects.gm it does but i need .gm for less crapy bots!!

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Sn1per74*](#) on Tue, 13 Nov 2007 01:11:31 GMT

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{SB}Lone0001 wrote on Mon, 12 November 2007 17:47yea im not sure if unedited original maps are meant to be played on a fds what is your connection speed?

That won't matter at all. How would a non-edited map be more likely to crash? It should be less likely to crash, if you think about it, because there is nothing added to it.

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Lone0001](#) on Tue, 13 Nov 2007 01:57:56 GMT

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In don't know I'm just saying > unedited original Mission maps(with bots and everything) = crash if you have a crappy connection

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Genesis2001](#) on Tue, 13 Nov 2007 05:53:11 GMT

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Not to mention that unedited Mission Maps being run in MP mode would crash the server due to SP scripts/zones/et cetera being on the map.

~MathK1LL

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Lone0001](#) on Tue, 13 Nov 2007 14:36:10 GMT

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that is what I'm saying unedited ones crash server

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [cncnick13](#) on Tue, 13 Nov 2007 22:31:16 GMT

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wrong these single player maps i have are already edited.there are like the ones from renz0r.

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Lone0001](#) on Wed, 14 Nov 2007 01:39:51 GMT

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1. is this on the same computer? 2. what kind of connection wireless or wired?

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [cncnick13](#) on Wed, 14 Nov 2007 03:03:44 GMT

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wired and same comp

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Sn1per74*](#) on Wed, 14 Nov 2007 03:50:14 GMT

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MathK1LL wrote on Mon, 12 November 2007 23:53Not to mention that unedited Mission Maps being run in MP mode would crash the server due to SP scripts/zones/et cetera being on the map.

~MathK1LL

Orly. Are you sure about that? Why would script zones make the serv crash? I never remove the script zones and it works fine.

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Genesis2001](#) on Wed, 14 Nov 2007 20:33:36 GMT

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Sn1per74* wrote on Tue, 13 November 2007 20:50MathK1LL wrote on Mon, 12 November 2007 23:53Not to mention that unedited Mission Maps being run in MP mode would crash the server due to SP scripts/zones/et cetera being on the map.

~MathK1LL

Orly. Are you sure about that? Why would script zones make the serv crash? I never remove the

script zones and it works fine.

SP Scripts don't work in MP.. :v I never said the script zones crashed in MP.

EDIT: I think I was wrong in my original quot here ^ 'crash the server' should be 'crash the client' (I think).. :/

~MathK1LL

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Lone0001](#) on Wed, 14 Nov 2007 21:35:42 GMT

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no it would do both i think

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [Sn1per74*](#) on Thu, 15 Nov 2007 00:20:47 GMT

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Sn1per74* wrote on Tue, 13 November 2007 21:50MathK1LL wrote on Mon, 12 November 2007 23:53Not to mention that unedited Mission Maps being run in MP mode would crash the server due to SP scripts/zones/et cetera being on the map.

~MathK1LL

Orly. Are you sure about that? Why would script zones make the serv crash? I never remove the script zones and it works fine.

Subject: Re: single player maps crashing within 10 min of gameplay!

Posted by [reborn](#) on Sun, 18 Nov 2007 01:59:48 GMT

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When you are making mission maps for server make the terrain then add you own spawners. Leaving in all the SP map stuff won't do it too many favours, triggering SP cinematics has some weird effects for other players.
