
Subject: Animated texture crash
Posted by [Raptor RSF](#) on Sun, 15 Jun 2008 20:04:49 GMT
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Hello everyone,

i have made a timed c4 with an animated texture on it.
it all works good in the w3d viewer, but when i try it ingame it just crashes!?

i made it by using this tutorial:
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=55>

anyone know how to fix this ?

Subject: Re: Animated texture crash
Posted by [Raptor RSF](#) on Thu, 19 Jun 2008 19:56:01 GMT
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no one can help me with it ?

Subject: Re: Animated texture crash
Posted by [cnc95fan](#) on Thu, 19 Jun 2008 20:06:31 GMT
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It depends, did you make this timed C4, or just rename the current Renegade C4 and make a new texture?

Subject: Re: Animated texture crash
Posted by [HeavyX101- Left](#) on Thu, 19 Jun 2008 20:40:05 GMT
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Yep, the same thing happened to me, i was making a new PTS and when every i put that pts on the map, my LE crashed...

Subject: Re: Animated texture crash
Posted by [ErroR](#) on Fri, 20 Jun 2008 09:51:01 GMT
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As i understood many tried but no one had succeeded with animated timed c4

Subject: Re: Animated texture crash

Posted by [Raptor RSF](#) on Fri, 20 Jun 2008 16:43:18 GMT

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I made a new renegade c4 in renx with oblivions tutorial .. and a new texture all the original names to run in the original renegade

Oh and another question:

I tried to make a animated c4 (mesh animated/not the texture)
But i wont play its animation ingame. Does anybody know why ?

Help would be very appreciated guys

Subject: Re: Animated texture crash

Posted by [Raptor RSF](#) on Sat, 21 Jun 2008 20:19:23 GMT

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I fixed the animated texture now i it was a stupid error from me to not change the:
Log2width=1

to the number it should be (2 in my case).

now my c4 is animating ingame but the texture is not in the good place. i can just fix that..

but with Log2width=1 the texture is in its good place in w3d view, but that crashes the game

But now my other question:

Is it possible to make an animated mesh c4 ?
