
Subject: Issue reloading same level after winning level...
Posted by [Jerad2142](#) on Fri, 07 Jan 2011 00:23:03 GMT
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Anyone know of a preset/physics model/sound effect/whatever that can be placed in level edit which will make the level to be loaded twice without quitting out and starting the game again.

IE:

- *Select map
- *Launch Game
- *type win into the console
- *Wait for level to load
- *Fall forever once level has loaded as the default ren char as it appears to have loaded is the default ren assets, and leaves all terrain/other mod assets out of the load.

I suppose it is possible that it was just a bad save, but it would be better to be sure at this point as the backup of my level doesn't appear to have this issue (backup is slightly older than the current).

Subject: Re: Issue reloading same level after winning level...
Posted by [Gen_Blacky](#) on Sat, 08 Jan 2011 07:03:18 GMT
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I have some custom scripts attached to daves arrows or other objects do that.

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Use to get that a lot when working on maps. Rebuilding the pathfindig usually fixes that when you make changes to the terrain model or other physical collisions objects. How are you saving the maps and what version of le are you using?

Subject: Re: Issue reloading same level after winning level...
Posted by [Jerad2142](#) on Sat, 08 Jan 2011 15:40:23 GMT
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Gen_Blacky wrote on Sat, 08 January 2011 00:03I have some custom scripts attached to daves arrows or other objects do that.

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Original version of LE, what scripts do you know of that cause this.

As a reminder, all the levels load up once fine, then the problem starts after the round is won and the same level is loaded again.

Subject: Re: Issue reloading same level after winning level...

Posted by [Gen_Blacky](#) on Sun, 09 Jan 2011 07:25:30 GMT

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I think it was a mix of m00/JFW scripts and send custom parameter scripts. I had a send custom scripts that would destroy a building controllers/objects once a objective was completed and somehow that that caused this same problem you are talking about. Not exactly sure if it was the script or a object but somehow I magically fixed it . I limited it down to when the send custom script was sent and recreated the object and reattached the script with a different message number and many other things suddenly it was fixed. Care to send the lvl file or .mix file so I can see.

Temporary objects might cause this somehow.

Edit:

This same problem happened to me a long time ago. I don't really remember what I did so don't waste hours looking for a script I am going by memory. I also don't have renegade installed on this computer and wont be home for a week or so.

Subject: Re: Issue reloading same level after winning level...

Posted by [Jerad2142](#) on Wed, 12 Jan 2011 08:48:02 GMT

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Would send the file if it wasn't Roleplay2, I'll probably just start back over from the older backup beings its the one working right and work up from there, but thanks for the attempted assist. (And yes, if it was scripts it would have to be m00/jfw, as I've already tried disabling all my current code).
