
Subject: More issues

Posted by [N1warhead](#) on Tue, 30 Oct 2012 13:53:08 GMT

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Hey guys, got more friggin issues. I'm not sure if it has to do with scripts 4.0 or whatever. But 2 problems.

1 - When I compile my map as a .Mix on Level Edit, when I try to run the map in a lan mode it gives me an Internal Error at the very end and shuts renegade off.

2 - Can you not host games off the renegade game anymore? Because when I try to host a game for me and a buddy to test it as a mod pkg it gives me a failed to create channel error.

(I have never had any of these issues before.)

Subject: Re: More issues

Posted by [Good-One-Driver](#) on Tue, 30 Oct 2012 15:18:35 GMT

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It's not a 4.0. issue afaik because I don't have this problem... if renegade crashes it should creat a crashdump and you could always upload it to 4.0. team and they will take a look at it for you.

Subject: Re: More issues

Posted by [N1warhead](#) on Tue, 30 Oct 2012 15:26:06 GMT

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Hmm, this is weird.

Are you able to host games on renegade (on the actual game - not the FDS) I don't want a DS. Just want to try a maps when I make them with some buddies.

Maybe I'm just doing something wrong with my mix to why it crashes, Ill go on renhelp and refresh my memory, maybe I'm forgetting a key component that I forgot, after all it's been 4 years sense I've messed with W3D Engine.

Subject: Re: More issues

Posted by [N1warhead](#) on Tue, 30 Oct 2012 15:56:00 GMT

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Found my Issues!

Forgot to include the "" when saving my mix lol.

And the internet issue was because I think I was using nothing but Caps so my buddy could see it LOL.

But I got it workin.

Subject: Re: More issues
Posted by [Good-One-Driver](#) on Tue, 30 Oct 2012 23:21:25 GMT
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good

Subject: Re: More issues
Posted by [N1warhead](#) on Wed, 31 Oct 2012 02:07:29 GMT
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Having more issues again LMAO. Man wtf happened to me, I don't get it.

Now all my stuff I save in Mix such as modifying soldier presets (I've tried temping them, I've tried modifying the original soldier, etc) and it doesn't update, it does it in PKG, but not in a mix.

Subject: Re: More issues
Posted by [zunnie](#) on Wed, 31 Oct 2012 07:53:34 GMT
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You cannot modify any presets that exist, you must temp them.

Subject: Re: More issues
Posted by [N1warhead](#) on Wed, 31 Oct 2012 08:05:05 GMT
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That's what I first started doing.

Like example, I temped the GDI Grenader guy, and made a spawner for you to spawn as him (can't tell me you can't do that, I did it when i used to mod) and it goes right back to the regular GDI soldier and don't work right) It goes back to default presets.

Subject: Re: More issues

Posted by [zunnie](#) on Wed, 31 Oct 2012 08:10:44 GMT

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To change the spawncharacter you must add a Daves_Arrow on the map and put the script JFW_Change_Spawn_Character on it.

You cannot change the spawncharacter people start with.

I am also unsure if this works for Clients but it defo works on the SSGM 4.0 FDS.

I also noticed you sometimes have to suicide for it take effect :/

PS: to make a mix file properly, then follow this tutorial:

http://www.tiberiumcrystalwar.com/tcw-sdk/sdk_xcc_create_mix_file.html

Thats how i do it

Subject: Re: More issues

Posted by [N1warhead](#) on Wed, 31 Oct 2012 08:12:32 GMT

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I really don't remember doing all that LOL.

Thanks for the help, let me try.

Well im making a mod, but it's nothing too much, its not gonna be a super high end project, but it will be pretty neat.

Subject: Re: More issues

Posted by [N1warhead](#) on Wed, 31 Oct 2012 08:34:57 GMT

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Nope don't.

Could it be because I am using the Tiberian Technologies version of lvl edit?
