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Subject: 3 Maps that need fixing  
Posted by [zunnie](#) on Mon, 12 Nov 2012 19:16:58 GMT  
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I got two maps which crash in their current state with 4.0: Meadow and Secretbase.  
I also got one map called "The Lake" which i extracted from an old PKG mod from years ago, which is nice to make a normal .mix map from and put on the server.

I need someone with proper editor knowledge to set them up in the editor so we can fix the errors/crashes with 4.0

If i wasn't busy with other stuff i would do it myself but

Anyone want to help? You can download the tools and map files linked below if you want to give it a shot.

I can help here and there if you need it, just come on [#mpf-newmaps](http://irc.ultraaow.com)

The Tools & Map Files: [http://zunnie.multiplayerforums.com/renegade/LevelEditor40\\_Fixes.zip](http://zunnie.multiplayerforums.com/renegade/LevelEditor40_Fixes.zip)

Some screenshots of the maps:

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Subject: Re: 3 Maps that need fixing  
Posted by [danpaul88](#) on Mon, 12 Nov 2012 19:55:00 GMT  
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I'm sure we used to use Meadow quite often for the old TK2 ICW games back in the day...

I was never keen on Secret Base though, the bases just felt far too close together for a map with vehicle production. And the radar dish with cutouts for infantry to walk through just looks a bit silly

All three maps suffer from excessive use of tiled textures and stretched textures, but I guess that's pretty much standard for 'fanmaps' on the W3D engine...

I'm curious why a map that worked in 3.x would simply crash in 4.0... they shouldn't do that. Might be better submitting some crash dumps to [jonwil](#) / [stealtheye](#) so they can figure out WHY they crash rather than just trying to redo them from scratch.

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Subject: Re: 3 Maps that need fixing  
Posted by [jonwil](#) on Tue, 13 Nov 2012 01:45:18 GMT  
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Please do submit crashdumps.

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Subject: Re: 3 Maps that need fixing  
Posted by [zunnie](#) on Tue, 13 Nov 2012 11:49:40 GMT  
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I'll see if i can find them, if not i'll reproduce it and send them over.

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