Subject: Armor.ini Flame Bug
Posted by boma57 on Sat, 14 Jun 2003 16:54:47 GMT
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I deleted the armor.ini in my mod folder and replaced it with the one from always.dat, but the bug that crashes the game any time you use flame weapons continues to plague my mod...

Are there any other fixes?

Subject: Armor.ini Flame Bug
Posted by Vitaminous on Sat, 14 Jun 2003 17:22:55 GMT
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re-install ren/get the armor.ini file from someone else.

Subject: Armor.ini Flame Bug
Posted by boma57 on Sat, 14 Jun 2003 17:28:30 GMT
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I tried that, it still crashes if you attack a building.

Subject: Armor.ini Flame Bug
Posted by laeubi on Sat, 14 Jun 2003 17:29:37 GMT
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what are you using flame weapons for?
A turret?
A purchasable vehicle?

Subject: Armor.ini Flame Bug
Posted by boma57 on Sat, 14 Jun 2003 17:32:29 GMT
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I haven't changed the flame weapons at all, I'm making a mod but it still has the regular Flamethrower Infantry and Flame Tank in it, and they're the only things causing the problems (Along with the Chemtrooper, for obvious reasons)

It's the bug that's usually fixed by replacing the armor.ini...but that doesn't work :S

Subject: Armor.ini Flame Bug

Posted by laeubi on Sat, 14 Jun 2003 20:03:46 GMT
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Hm I somtimes have thsi problem if I edit a thing in my Mod then jsut export.
Try to open your level, save it, then export. a solution that works for me (Idunno why ^^)

Subject: Armor.ini Flame Bug
Posted by boma57 on Sat, 14 Jun 2003 20:40:03 GMT
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In what order? Replace Armor.ini, then save the level and export? Because that didn't fix it either.
:S

Subject: Re: Armor.ini Flame Bug
Posted by Captkurt on Sat, 14 Jun 2003 22:20:09 GMT
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TaximesI deleted the armor.ini in my mod folder and replaced it with the one from always.dat, but
the bug that crashes the game any time you use flame weapons continues to plague my mod...

Are there any other fixes?

I've tried all the cures too and the only thing I've found that works is to make it a .mix. rather then
a .pkg.

Subject: Armor.ini Flame Bug
Posted by Dante on Sun, 15 Jun 2003 00:04:14 GMT
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if you are NOT editing the armor.ini... why are you including it in your mod?

simply use XCC to open the .pkg and delete the unused files.

Subject: Armor.ini Flame Bug
Posted by laeubi on Wed, 18 Jun 2003 17:00:06 GMT
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Your right dante