
Subject: level stability

Posted by [ohmybad](#) on Sat, 22 Mar 2003 23:24:48 GMT

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I made a map and I am having a problem, on my comp the map is very unstable sometimes when I fire a weapon the game will freeze and exit to my desktop. Why would this happen?:

Subject: level stability

Posted by [Cpo64](#) on Sun, 23 Mar 2003 10:37:21 GMT

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Would that weapon be any chance a flamer?

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Posted by [General Havoc](#) on Sun, 23 Mar 2003 11:23:39 GMT

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Yeah I would guess it's a flamer too. On my test map I made I shot an Apache with a flame tank and the game crashed. Never did figure out what was wrong with it.

_General Havoc

Subject: level stability

Posted by [Cpo64](#) on Sun, 23 Mar 2003 13:32:24 GMT

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It's the armour.ini, the one that comes with Commando Editor is faulty, if you export it as a .mix it is fine, but if you are going to make it a package, you will need to copy the armour.ini out of the always.dat using XCC, then replace it in your mod folder.

Or at least something like that, ACK is the one that told me, he would be better to explain it than myself.

Subject: How do I...

Posted by [ohmybad](#) on Sun, 23 Mar 2003 17:51:40 GMT

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How do I make a .mix level???

Subject: level stability

Posted by [General Havoc](#) on Sun, 23 Mar 2003 23:30:39 GMT

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Cpo64 was right. This is from Stonerooks FAQ:

wrong?

Simply replace the armor.ini in the modfolder/always/ini/ directory with the armor.ini from always.dat, it seems that there is some weird armor settings against flames that make them overload the game engine.
