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Subject: Whenever I play my map in renegade it crashes!

Posted by [Matt2405](#) on Mon, 17 Nov 2003 06:50:05 GMT

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I have made a new map called C&C Walls Flying Evolved, and it is very close to completion because all I have to add are the PT's, but first I need to test it in renegade and when I load up my map in renegade it crashes! Why? Has any got any ideas why it crashes?

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Subject: Whenever I play my map in renegade it crashes!

Posted by [laeubi](#) on Mon, 17 Nov 2003 11:30:45 GMT

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If its a .pkg and crash.. check for missing files.

If it's a W3D you maybe should check the mix tutorial on <http://renhelp.co.uk>

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Subject: Whenever I play my map in renegade it crashes!

Posted by [Titan1x77](#) on Mon, 17 Nov 2003 12:50:12 GMT

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rename it to C&C\_Walls\_Evolved see if that works

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Subject: Whenever I play my map in renegade it crashes!

Posted by [Matt2405](#) on Mon, 17 Nov 2003 15:50:45 GMT

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Im sure it's not that laeubi because I have tried both .pkg and .mix files and they both crash, its not a W3D file so still...what is wrong?

Quote:rename it to C&C\_Walls\_Evolved see if that works

That was one of the first things I tried and it doesnt work.

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Subject: Whenever I play my map in renegade it crashes!

Posted by [laeubi](#) on Mon, 17 Nov 2003 15:56:45 GMT

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ok, check if your maybe using an OLD Version of custom scripts, or using scutomscripts without installing them in your Renegade Dir.

What graphic Card do you own?

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Subject: Whenever I play my map in renegade it crashes!

Posted by [Matt2405](#) on Mon, 17 Nov 2003 16:02:31 GMT

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Im not sure if the scripts are old.....is the old version the original from the renegade directory, if it is where can I get the customscripts.ddl?

I have a "NVIDIA GForce4 Ti 4200" graphics card, is that a bad one?

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Subject: Whenever I play my map in renegade it crashes!

Posted by [laeubi](#) on Mon, 17 Nov 2003 16:08:54 GMT

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Quote:by titan

make sure all your files are under 15 charcters long.

also make sure if you edit any textures or .w3d's dont save them as the same name!!!!

example you edit the texture L01\_grass.tga and make it a shade lighter or change the size from 512x512 to 256x256 save it as L01\_grass\_o0o.tga or whatever esle under 15 characters.

I'm to lazy to type this again and this is exactly what i wnat to mentioned next

Well, test your Map on an ATI card.. if it don't crash there its a problem I'm currently having too that cause ren to crash on Geforce cards.

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Subject: Whenever I play my map in renegade it crashes!

Posted by [Jaspah](#) on Mon, 17 Nov 2003 20:06:09 GMT

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I'm suprised nobody asked this...

Do you have up-to-date display drivers?

The E-GeForce FX series works fine.

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