
Subject: Bug in flamer

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:26:00 GMT

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I am approximately 80\% way trough making my map; and I recently exported it into renegade to test some aspects. I then purchased a flamer to test against the AGT because I had heard some problems where it wastes it to fast, but I never got that chance because soon as I fired at the AGT, Renegade crashed to my desktop. I tried again and it crashed at the same instant. So, I tried again, and used a different character (flame trooper rather then Teckie). And soon as the tank touched the ground, Renegade crashed to Desktop. So far the only time the crash has occurred has involved the Flamer. Does any one know any solutions?
