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Subject: Conquest Island Released!

Posted by [Anonymous](#) on Mon, 25 Nov 2002 05:26:00 GMT

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No difference. It won't be on mod map night, it does crash the FDS after all. I've been trying to find the bug causing this, this is what I know so far: I deleted all the tile objects off my map, exported, and it didn't crash the FDS anymore. I then put one instance of each, and it still worked.

Therefore, it has something to do with multiple instances of tile objects, I believe. What it is, I don't know, but I'm going to do daily checkups as I'm making Conquest Winter, and if it starts crashing, then I should be able to track it down. If I find the bug, I'll be sure to post my information on these boards.

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