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Subject: YIKES

Posted by [Leaddog28](#) on Tue, 08 Apr 2003 23:55:35 GMT

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Well I think I just went from bad to worse I just did what you wrote but when I tried to run the mix file in Renegade the game shuts down. When I went back in to level edit and opened up the level, half of the materials I used are gone! The structures are still there but the material is gone. That is not a good thing.

I see what you mean about the naming and saving of the level, but since I didn't start out that way, should I include in the delete process the previous level I was working on? I went on the assumption that it should be deleted (referencing your only one lvl file should be in the folder).

Now I am not exactly sure if the waypath human thigy was selected or not when i generated the waypaths (thanks for the tip).

My big concern now is am I totally screwed with the commando portion? I don't know why it lost all of those material settings.

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