
Subject: Re: Mission Maps crashes client
Posted by [ghostSWT](#) on Thu, 09 Jun 2005 20:16:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have the same problem with M02. Tried to fix it for about 20 mins but couldn't so i just moved on the the next map.

I can make 00,1,3,4,5,6,8,10,11,13 without a problem but for some reason m02,m07 are a problem for me, and m09 has from what i understand an uncentered map in the w3d file which causes you to move the the wrong direction unless you are looking north. I spent about 1 hour on trying to get 2,7,9 to work, but couldn't I'm sure with more time it could be done.
