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Subject: Re: Renegade crash

Posted by [Titan1x77](#) on Wed, 19 Apr 2006 04:09:08 GMT

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make sure all w3ds and textures for the 2 new vehicles are in the .mix...along with any other .w3ds you need for your map.

also delete the objects.ddb incase you modified anything and re-load the level(it will make a new .ddb file)...then save and export.

backup the .ddb incase you need it to open ur level...if thats the case youll have to find what you modified and revert it back to default parameters.

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