Subject: Re: Gameplay Pending Crash!
Posted by Burn on Tue, 05 Dec 2006 20:26:25 GMT
View Forum Message <> Reply to Message

I think I might know the problem..

Last time this happened, I made a change in the PCT settings. On my last map, I made one of the other Renegade characters available for purchase in place of the Technician slot. This time, I went under the Purchase settings in LevelEditor and made a +Tile for both of them, renamed them to, say, "GDI Purchase Settings", whatever the formal name is, and I renamed the original ones.

I'm not entirely sure if this is the problem but it's a possibility. I know I'll also have to do something with the objects.ddb but I don't know what, unless it's like you said before, where I take it out and rename it to objects.aow.

Other than that, I can't think of any other possibilities.

EDIT: Also, this may seem kind of obvious but I noticed that after I run my map and I go back to the map cycle that another map is in the box to the right (the map I want to play on) instead of my map. I was just adding this in case it's a sign of anything that I'm not doing right.

If you still don't know and need more information just let me know.