Sorry to bring this old thing back up but this map is seriously driving me crazy. I've spent months on it and it's simply not working for me - I'm sure everyone knows how this situation feels.

I'm gonna just throw out everything I've done with my map that is "out of the ordinary" and hopefully there will be someone out there that can spot the error.

I tested again, I can actually see the person sit there for a few seconds when they spawn (if we both choose GDI) then the client gets kicked to the desktop. I've tried more things and I now have absolutley no idea what the problem is- I've made almost no progress.

Here's the list:

1.) When I open my .lvl file, I select my terrain preset and hit "Mod" then "Cancel." I do this to get all of my really nice shadows back, since it has none when I first enter. I also never do Compute Vertex Solve.

2.) Scripts include:
    - JFW_Attach_Script_Custom (On a soldier spawner)
    - JFW_Timer_Custom (On the same soldier spawner)
    - JFW_Reflect_Custom (On an object in the map that I hid under the terrain.)
    - PDS_Test_Follow_Waypath (as a setting for the Attach Script command).
    - TDA_Teleport_Zone on a Script_Zone_All box.

3.) I have two speakers on my map that emit music (.mp3's) that I placed in the folder.

4.) I accidentially renamed the original Team Purchase setting preset before, but then I named it back to it's original name and made temps of them instead. Then, I exited out, deleted objects.ddb and conv10.cdb from my presets folder and re-entered to make new ones.

5.) I have some GDI and Nod soldiers running at different speeds (a little faster than normal) along with most AI.

6.) I have a soldier running along a waypath, and during that time the soldier will fight the players, and after the player is killed the soldier will stop and wait for 90 seconds and then resume following the waypath.

7.) After an AI soldier dies, they drop an Armor/Health powerup that makes their Armor/Health higher.

8.) I purposely made most of the AI soldiers not have a visible gun in their hands, but they're shooting a weapon.

After I exported my .mix file, I put the .lsd and .ldd files into the Data folder along with it, and then I

opened Renegade and played on my map for a few seconds to get the .thu file. Then, I gave the client the .mix, .thu, .lsd, and .ldd file and still nothing. I also tried the same thing but then just gave the .mix and .thu to the client, still nothing.

I tried the objects.aow thing but it didn't work. I don't think I have SSAOW, but on the other hand I also don't know what it is. heh heh

Like I said, I've been working on this thing for months, it looks absolutley fantastic, and I'd like to be able to give it to people online and share it with them. I just want to close this thing and get on with my life.

...Phew. Can you guys work your magic one last time? Any more suggestions? Please?