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Subject: Map Crashes On Other Peoples Computers  
Posted by [Sanada78](#) on Wed, 18 Jun 2003 16:07:59 GMT  
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I've just found out the problem, it was caused by three custom textures that I used. To fix the problem I'll have to convert them to .DDS. The problem was also solved by removing some .PKG's that seem to conflict with it in some way.

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