Alright, So I made a pretty simple Terrain, Not the best of things but it was a start.

I finished making the ditch, Adding "Water", A bridge (Using Large Blockers.   ) and textured the grass with a custom Texture, In Level Edit I went to File > Export Mod Package > Saved it as "Ma Mod.pkg" with the .lsd inside it.

I then open up Renegade and host a LAN game, And try to host my map, I kept falling through the Terrain, And it wasn't loading right Terrain.

I figured out that problem, then Went back into Level Edit, Made a new .pkg with the right .lsd inside it, Reloaded Renegade and hosted a LAN game, I loaded the right mod package, And about 75% in loading the .pkg Renegade just closes to the desktop with no error message.

Does anyone know what I'm doing wrong?

Do I need to add any scripts.dll into the mod package?

Or could this Custom Texture be causing it to crash?

The custom textures Resolution is at 32 Bits/Pixels with NO Compress (RLE). (These are the options I used, For the .TGA)

Anyway.. If anyone can help I'd appreciate it.