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Subject: Re: Single Player Maps

Posted by [reborn](#) on Tue, 05 Jun 2007 08:24:15 GMT

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Your server is crashing because you are adding the wrong type of weapon spawns. Although they look the same, infact they look identicle because they use the same model.

But I had a similar experinace with weapon spawns. I found many different ways of adding them, but basically there are three different effects.

- a) it doesn't show up on the map
- b) server keeps crashing and restarting on map load
- c) works fine

If you are getting a or b then you are on the right track (because you are creating the modified map correctly), however you are just spawning the wrong type of weapon powerup.

Don't start messing around with temping presets. Do it the way I told you with "make" and just using the .lsd and .ldd files.

For what you are doing temping isn't necessary and just will add confusion.

Also, there isn't any difference in editting the single player maps server side to how you do it for multiplayer maps. You are just getting confused.

It has been nearly 18 months (i think) since I added a weapon spawns to a map using level edit, so I can't tell you off the top of my head which ones are fine to add. But I will research it for you and show an example later.

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