
Subject: Re: Unexplained Map Load CRASH!!
Posted by [Oblivion165](#) on Sun, 14 Oct 2007 23:28:18 GMT
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Sounds like you just set terrain to selectable and deleted the doors....

That doesn't work. Just imagine terrain selectable isn't even there, it just causes problems.

All renegade mp buildings use proxies to load the doors automatically, when you delete them in le the proxy is still inside the w3d and it can cause errors.

You will need to create replacement doors to replace whatever the proxy is loading.

EDIT: For your first problem upload your mod folder (compressed in rar or zip) to here and i will be able to tell you exactly what your problem is.
