
Subject: Sciencepark 3

Posted by [RedOne](#) on Mon, 08 Dec 2008 23:12:55 GMT

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Hi Before I tell what my problem is I tel you what I did.

1. Renx: Made My doors. Did it like I read in the door tut on renhelp.
2. Because it has to be a glass door I made it like glass (From the faq ren help.net)
3. LE : Also from the tut-doors in tile I made the door. Give the zones etc etc
4. I placed the door where I want it to be used.
5. Export mix in Le. Copied the map to my FDS. Copied objects.ddb to data folder server. Renamed to objects.aow.

Q1: When i want to load the map by LAN (1 player etc etc) it crashes on loading. Waht is wrong

Q2: When I Play on FDS it works til I come in the triggerzone. Then the game crashes clientside. What is wrong.?

I also did put an readymade door (qht_door) in the map and this works perfect.

I retried it on several ways but I cant find where I did go wrong

Please help. I want to finish the map in a few weeks.

Working animated door in Renx

Exportfilename

Exportsettings

LE Settings

The glass door

The glass wall where the door had to fit in. (dont mention the with messes. I am not ready whit texturing) Had some problems with boolean. Without textures it works better then with.

The sub I made. I also tried without subs or in the root of tilesub.

I hope somebody can tell me where I did go wrong.

Thanx

GrTz Red

PS I will make another topic with more prtscn's for those who want to see

File Attachments

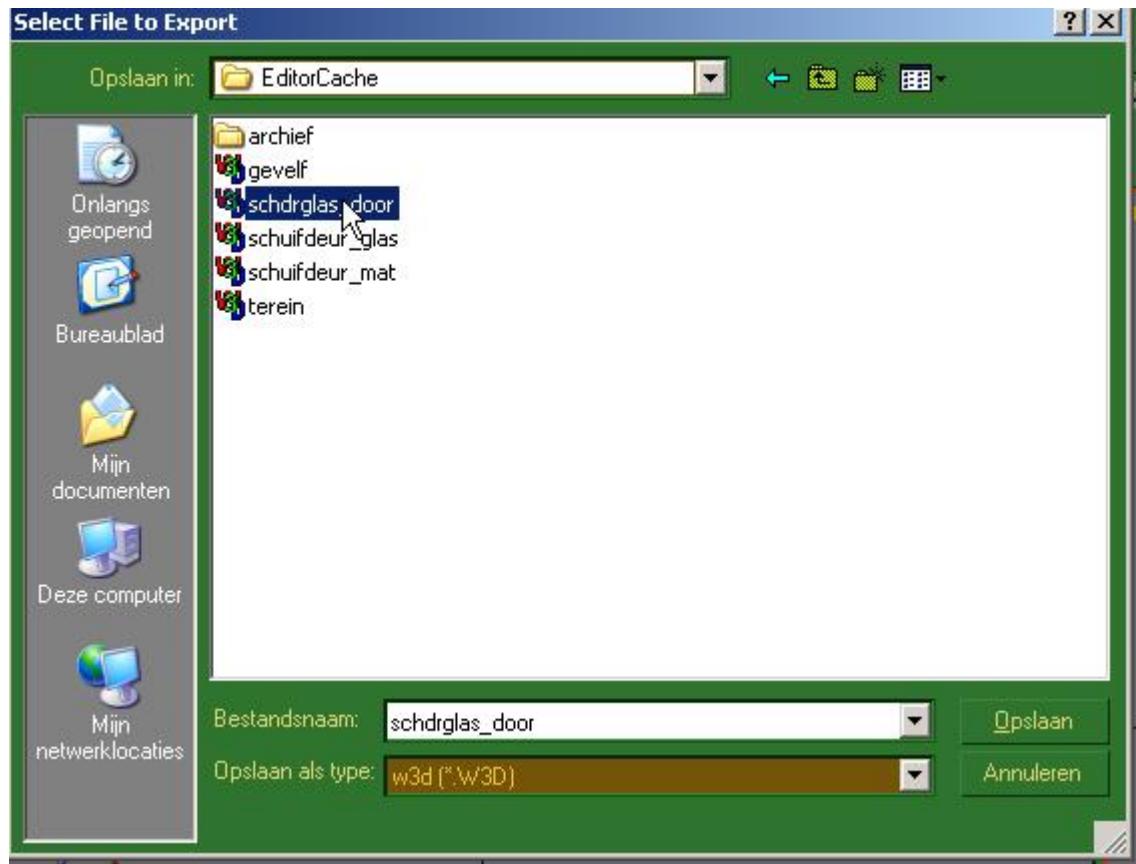
1) [ScreenShot008.jpg](#), downloaded 815 times



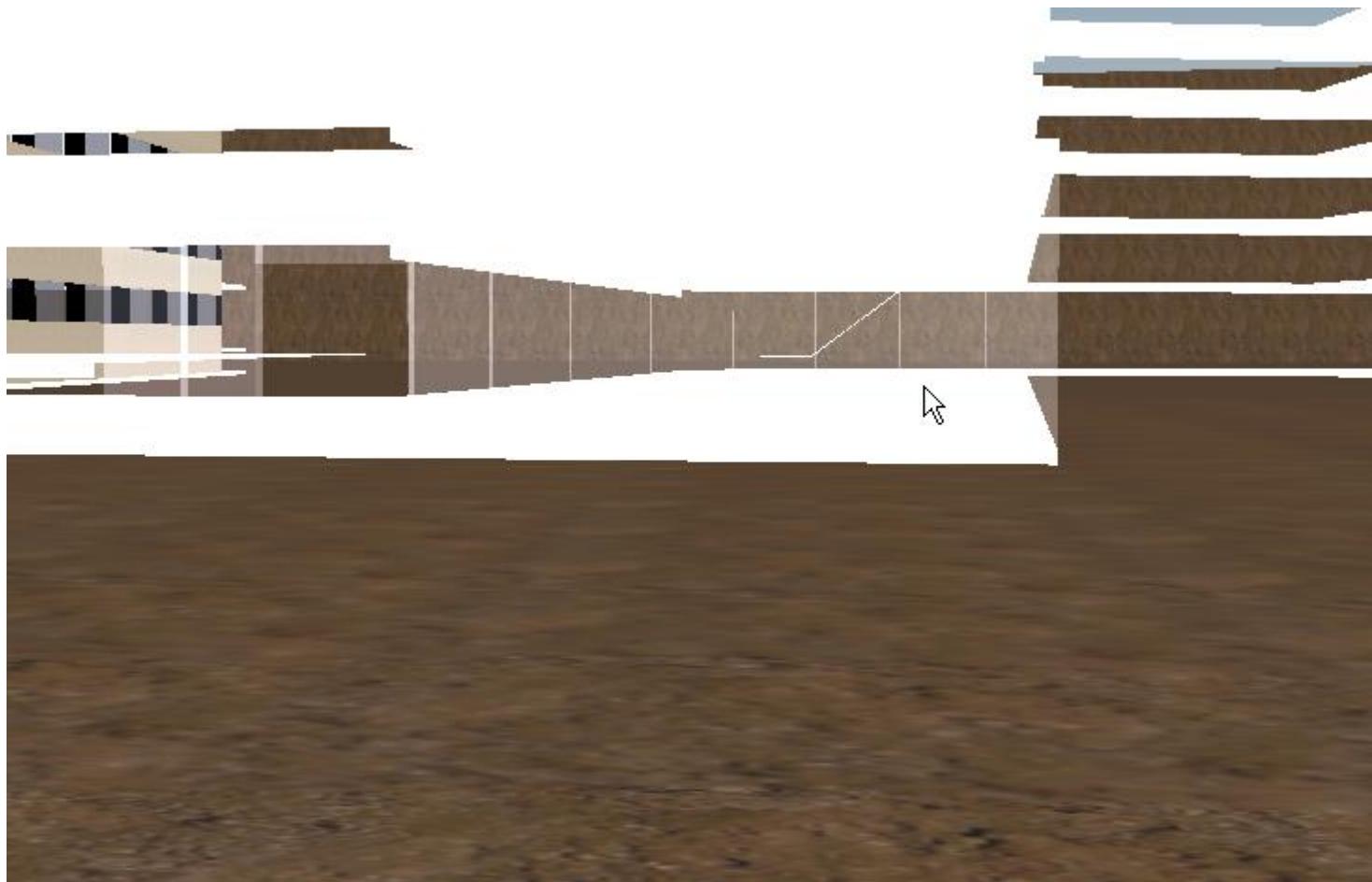
2) [ScreenShot007.jpg](#), downloaded 810 times



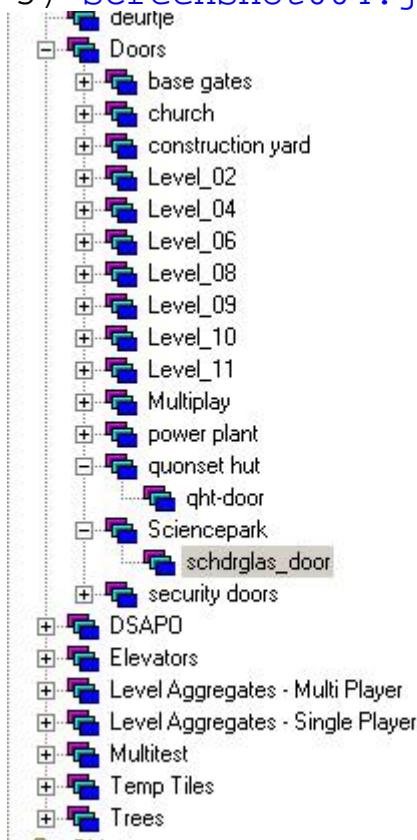
3) [ScreenShot006.jpg](#), downloaded 810 times



4) [Screenshot005.jpg](#), downloaded 811 times



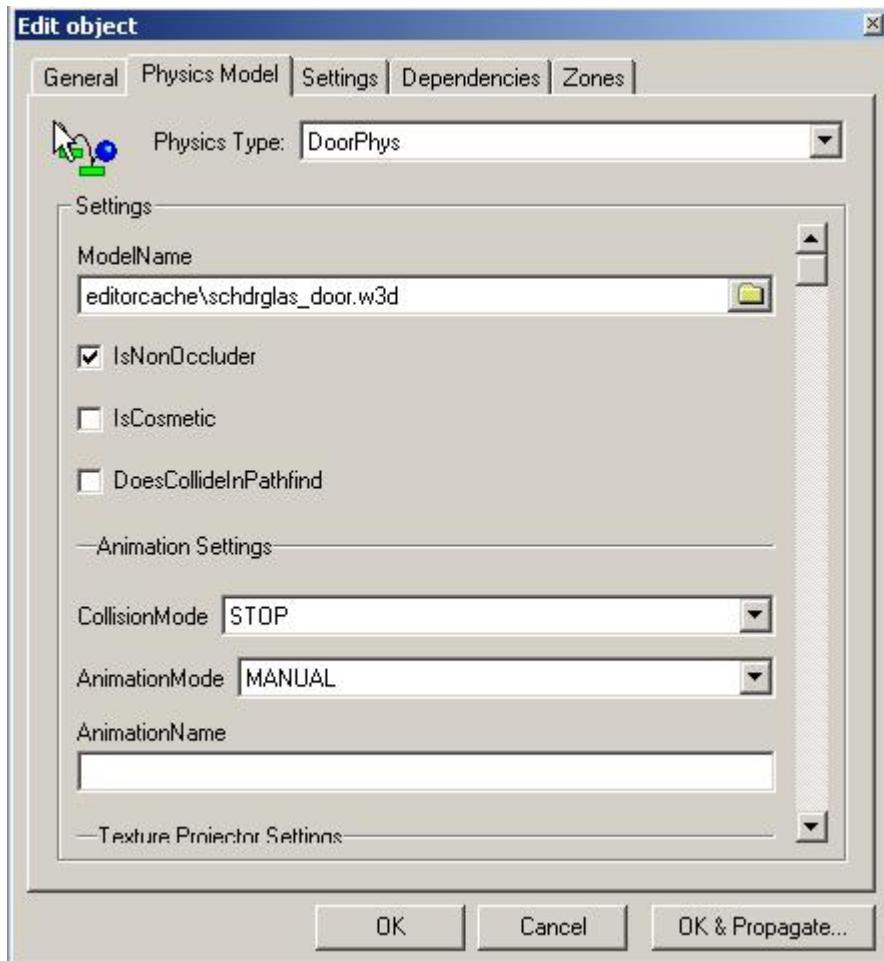
5) [ScreenShot004.jpg](#) , downloaded 820 times



6) [ScreenShot003.jpg](#), downloaded 812 times



7) [ScreenShot002.jpg](#), downloaded 805 times



8) [ScreenShot001.jpg](#), downloaded 810 times

