
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [Titan1x77](#) on Sat, 10 Jan 2009 07:03:35 GMT
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andr3w282 wrote on Thu, 08 January 2009 23:02I attempted to load it however my renegade would crash on map load which is odd. Scripts 3.4.4 with a modified shaders.dll but the stuff i have modified shouldn't make a difference on this

Same thing here (crash) im using the shaders for the deathlink hud. When it crashes it loads the map and I hear "unit rea..." So its crashing when the harvester is being made.

I happen to look inside the .mix to see why it was soo big... When you export from LE, make sure you compress textures, this will be a big boost in frames for those having problems.

Edit: I see that you are going to compress.. good idea, and happy to see VIS being generated, Ive done it for all of my mid to large maps, small maps dont really need it like a DM map... anything else should use it...VIS work is always a pleasure

Since renegade doesnt use bot's, you can save time and create a box only in the pathfind area for harvesters, and dante had said awhile ago to fly atleast 300m below the map and VIS generates faster, I notice a great improvement in time with this method.

the best way is to let it chug on another computer, a flying map takes a good 24 hours on my old desktop, Im guessing with your specs it should take around 12?

Make sure you find out why its crashing with scripts 3.44 too.
