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Subject: Gameplay is Pending and no floor

Posted by [sauron--the--king](#) on Fri, 06 Feb 2009 10:51:14 GMT

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Hello,

I was editing the level M08. At the start I wanted to test it right away. The map is called C&C\_Prison\_Break, so I saved it in LE and exported it as "C&C\_Prison\_Break.mix". When I started Renegade, I went to Lan and adjusted the settings. A made some screenshots of this. Than I selected the map and started it. There was no floor and "Gameplay is Pending". You just fall in to the nothingness. So can anyone help me with getting these 2 things right?

Kind Regards,  
Brian

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#### File Attachments

1) [Prison Break.JPG](#), downloaded 1042 times

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## C&C\_Prison\_Break - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Writing names offset 27986512 (01AB0A50)  
TimeManager::Update: warning, frame 18026 was slow (18317 ms)  
TimeManager::Update: warning, frame 18027 was slow (4249 ms)

Camera (-49.78)

2) [Prison Break 2.JPG](#), downloaded 1051 times

# Host Options

Command & Conquer

Basic

Gameplay

Advanced

Victory Conditions

Map Cycle

Back

Save/Load

Start Game

- Dedicated Server
- Server Auto Restart

Slave Server Options

Teaming Options:

- Manual Teaming
- Remix Teams

Internet Options:

- Allow Quickmatch

Laddered

Clan Game

Message of the Day:

343 228 210 200 190 180 170 160 150 140 130 120 110 100 90 80 70 60 50 40 30 20 10 0

# Host Options

Command & Conquer

Basic

Gameplay

Advanced

Game Name:

Test

Password:

# of Players:

1

Preferred Side:

Auto Team

IP Address:

192.168.1.66

343 228 210 200 190 180 170 160 150 140 130 120 110 100 90 80 70 60 50 40 30 20 10 0

3) [No Floor.JPG](#), downloaded 1027 times

