Subject: Gameplay is Pending and no floor
Posted by sauron--the--king on Fri, 06 Feb 2009 10:51:14 GMT

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

File Attachments
1) Prison Break.JPG, downloaded 793 times

Window title: **C&C_Prison_Break - Commando Level Editor**

Menu: File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
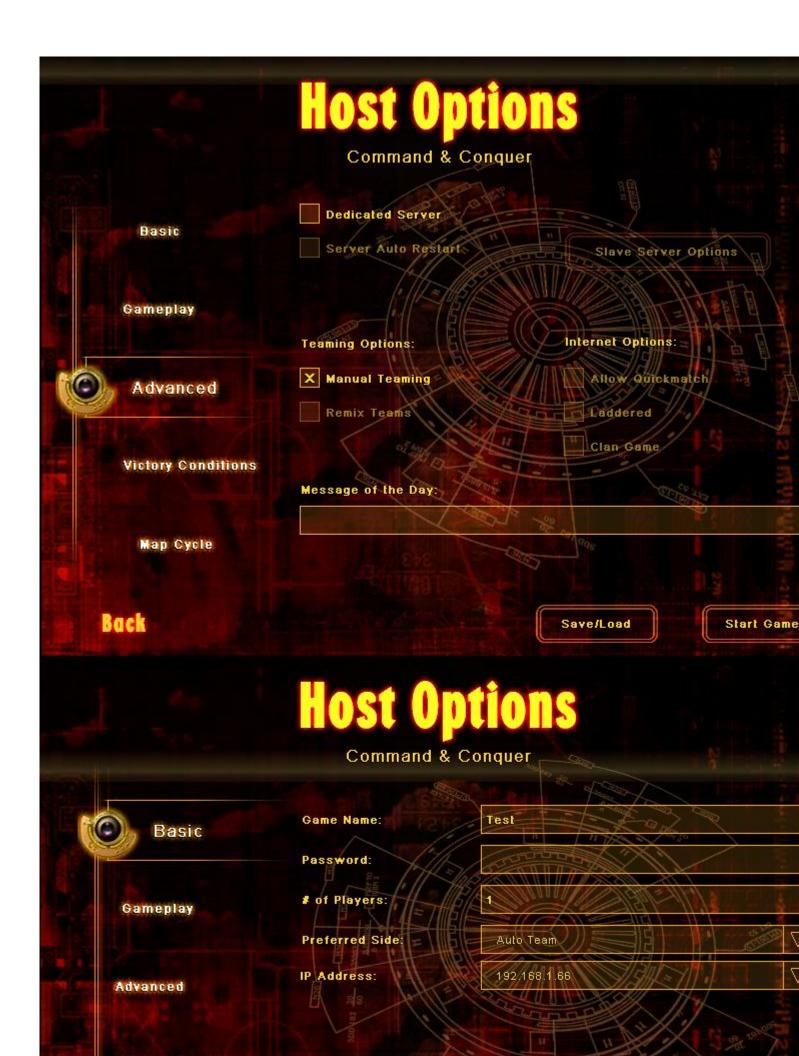
Status text:
```
Writing names offset 27986512 (01AB0A50)
TimeManager::Update: warning, frame 18026 was slow (18317 ms)
TimeManager::Update: warning, frame 18027 was slow (4249 ms)
```

Camera (-49.78

2) Prison Break 2.JPG, downloaded 798 times

Host Options

Command & Conquer

Basic

☐ Dedicated Server

Gameplay

☐ Server Auto Restart   Slave Server Options

Advanced

Teaming Options: **Internet Options:**

☒ Manual Teaming   ☐ Allow Quickmatch

☐ Remix Teams   ☐ Laddered

Victory Conditions   ☐ Clan Game

Message of the Day:

Map Cycle

[   ]

Back   Save/Load   Start Game

Host Options

Command & Conquer

Basic   Game Name: Test

          Password:

Gameplay   # of Players: 1

          Preferred Side: Auto Team

          IP Address: 192.168.1.66

Advanced

3) No Floor.JPG, downloaded 780 times