Subject: Re: Problem with terrain loading
Posted by TNaismith on Sun, 21 Mar 2010 17:26:02 GMT
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Have you checked that you got your GDI spawner and Nod spawners setup correctly? (Ie. Did you place them on the map at all?) I know from personal experience that if you do any of the following:

- Setup GDI/Nod spawner with a red box around it
- Not placing a GDI/Nod spawner on the map

Then you will go into freefall mode when trying to play the map in Renegade. Apparently the reasons I read from a renegadehelp tutorial was that LevelEdit auto-assigns the player to coordinates 0,0 -- which basically is just at the corner of your map. Since you are already falling when you spawn, you probably can't see your terrain properly because your falling below the height level of your terrain.

That's one possibility from what it sounds like, but I'll be happy to take a quick look at the files to see what's wrong. Email is lordtnaismith-gaming [at] hotmail.com.

Also, making something really basic and testing that is a good idea. You'll be able to compare and maybe track what went wrong yourself. Good luck mate.