
Subject: Have you ever seen this? :(
Posted by [Slash0x](#) on Mon, 07 Jun 2004 03:25:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made a new map and I do not know what could cause this glitch on only my new map.

On my computer and my brother's, it works fine, but everyone else is getting this problem. (so far 2 of 2 for testing it not counting me and my brother...) I think it could be a graphics card issue but I truly don't know.

Any comments that could help me, please tell me. Here are some of the screenshots they sent me...

Thank, Slash0x...

PS: HEEEEEEELPP!!

EDIT: Thought this would help...here's a quick short video of what he saw...

Subject: Have you ever seen this? :(
Posted by [IRON FART](#) on Mon, 07 Jun 2004 06:47:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thats strange.

Did you use any special scripts in there, say from 1.5+?

Your and your brother's computer may have a newer version of it and the others may not?

Just a guess.

Does it happen to everyone else who plays it, and does it happen every time they play it?

Subject: Have you ever seen this? :(
Posted by [Carl](#) on Mon, 07 Jun 2004 06:50:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

it looks like the videocard is having problems loading textures and lighting. what videocard and

driver version are you using?

Subject: Have you ever seen this? :(
Posted by [YSLMuffins](#) on Mon, 07 Jun 2004 08:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, Renegade is having some major problems. Does it only happen on that particular map?

Subject: Have you ever seen this? :(
Posted by [Titan1x77](#) on Mon, 07 Jun 2004 09:28:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

are they running the SSAOW scripts?

Can you send me the map?
I'll have a look at it

Subject: Have you ever seen this? :(
Posted by [OrcaPilot26](#) on Mon, 07 Jun 2004 13:17:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

It might be just a corrupted texture.

Subject: Have you ever seen this? :(
Posted by [Slash0x](#) on Mon, 07 Jun 2004 14:52:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay, I'll look into these different things. :S Hopefully I can find the problem...

Subject: Have you ever seen this? :(
Posted by [IRON FART](#) on Mon, 07 Jun 2004 16:03:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

How about posting a download link for some of us to look at it?

Subject: Have you ever seen this? :(
Posted by [Slash0x](#) on Mon, 07 Jun 2004 22:22:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why? For EVERYONE can have a crappy map? EEEEE! WRONG! Once I fix it for these guys, THEN I'll post it for public download. I hope it works for them now.

Subject: Re: Have you ever seen this? :(
Posted by [Blazea58](#) on Wed, 09 Jun 2004 11:45:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

[quote="Slash0x"]I made a new map and I do not know what could cause this glitch on only my new map.

Ive had that same thing happen on one of my maps, and as well it happend to Sven on his Ren Warz city map.

I have come to belive its a texture error , either you had 2 of the same textures with the same name, or you could have accidently replaced one Tga, with another..

I Notice it does only happen with maps that have textures, so i know that its something to do with it, but im not exactly sure what causes it.

Major problem with it, is for some reason the creator of the map, never sees it like that, its all the people that you send it to that get the errors..

Look at every single texture you placed in the editor catche, make sure none have suspicious names like: Grass{1`.jpg.tga
etc etc.. and also id just go back in renx, and hit file then summery info, and place all the textures from there, seperatly one at a time into a new folder to be safe.

That may help, if not, well then i tried atleast.
