
Subject: My exported projects crash when nod chem shoots at building

Posted by [bighairybear](#) on Tue, 15 Jun 2004 08:15:18 GMT

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My exported projects crash when nod chem shoots at any cnc multiplayer building. It will crash if you shoot buildings on either team.

If i try to make a mix file it will crash on the loading screen when the green bar move about a 1cm across the screen.

Im using win XP, The level edit that comes with the renegadetools2installer

Also got renguard 1.3 but i dont know if that would cause a problem.

Ive made a few levels without any problems. Then this started.

I tried reinstalling lev edit.

Ive also tried deleting the additional temps file and scripts files

Ive also tried a new project with a simple level of just a grass plane and a hand of nod but it still crashes.

I havent change the properties of any of the characters or weapon presets.

Heres the _except file that crash generates.

http://myweb.tiscali.co.uk/bighairybear/_except.txt

Any ideas folks ?

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Posted by [PermaGrin](#) on Tue, 15 Jun 2004 16:16:40 GMT

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replace the armor.ini file of that map with another from a map that doesnt crash, i believe this is the problem.

Subject: My exported projects crash when nod chem shoots at building

Posted by [bighairybear](#) on Fri, 02 Jul 2004 20:24:39 GMT

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I tried replacing all the ini files with the originals from always.dat but that didnt make a difference.

Subject: My exported projects crash when nod chem shoots at building

Posted by [TheKGBspy](#) on Fri, 02 Jul 2004 20:38:29 GMT

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no.. take armor.ini from always2.dat not always.dat.

Subject: My exported projects crash when nod chem shoots at building

Posted by [bighairybear](#) on Fri, 02 Jul 2004 23:58:52 GMT

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Thankyou, it works fine with the armour.ini from always2.
