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Subject: Blah.. Annoying Problem  
Posted by [Burn](#) on Thu, 02 Dec 2004 19:21:51 GMT  
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Hey, it's me again.

\*crickets\*

...Moving on...

I'm having a little trouble with the map I recently completed. This is my first map and I'd like to see it work. Hopefully someone here can tell me how to fix it.

When I load up my mod package and launch my map, I appear as a regular GDI soldier. Though, there's no map at all around me. And, I do that thing (I think everyone's familiar with) where I spawn where I'm supposed to, and then fall about 50 feet, and then spawn again, and do the same process continuously. I am positive I checked all 3 collision options too. The .w3d (my map) file is also in the proper directory. When I try to quit out of the game, it doesn't give me a chance to click "yes" and puts me back in the game where I fall for 50 feet for the rest of eternity.

My map has no textures on it, it's entirely grey (that's on purpose.. I'm just testing it right now). I added 1 GDI spawner and 1 NOD spawner. Everything is as it should be. But, I still fall into the same position that I mentioned above when I try to join the game.

Is anyone familiar with the problem and can provide me with a solution? Once again, it would be appreciated.

Thanks.

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Subject: Blah.. Annoying Problem  
Posted by [Oblivion165](#) on Thu, 02 Dec 2004 19:38:07 GMT  
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Is it a pkg or mix? if its a mix make sure you only have one map in your mod dir. Pkg, dont know, maybe some more info.

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Subject: Blah.. Annoying Problem  
Posted by [Slash0x](#) on Thu, 02 Dec 2004 19:48:14 GMT  
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Make sure you export the terrain with "physical" checked and make sure that your preset in LE leads to the correct w3d...with the information given, that's all I can help you with...for now.

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Subject: Blah.. Annoying Problem

Posted by [Naamloos](#) on Thu, 02 Dec 2004 21:51:59 GMT

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I had this a few times. I have no idea why, but export the map again and it may work.

Also try to re-exporting the W3D from renX, that may also work.....

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