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Subject: This is strange...

Posted by [Burn](#) on Sun, 06 Mar 2005 20:35:48 GMT

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OK, I just got this map done, it's really well done, and I spent a lot of time on it. However, there are some very weird things going on with it for some reason.

On the map, the host can move around just fine. However, any other players in the game that try to move around get totally screwed. When the other players try to move around, they are pushed off to the side, slide around, and disappear and reappear very quickly sometimes. No matter where they go or how they try to move, they are pushed around and they slide, and it's extraordinarily difficult to control their character.

Also, I noticed with my level edit now with every map, when I click on "Level Settings" in the toolbar, it crashes. Subsequently, I can't enable flying vehicles.

I hate to ask for help troubleshooting, but does anyone know what the hell is going on here?

Help greatly appreciated.

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Subject: This is strange...

Posted by [Javaxcx](#) on Sun, 06 Mar 2005 22:51:22 GMT

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I had a very similar problem with my map. As far as I know, it is because your map was not centred at 0,0,0 in RenX when you exported the .w3d file.

Once I did this, it corrected itself.

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Subject: This is strange...

Posted by [Burn](#) on Mon, 07 Mar 2005 01:10:34 GMT

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Oh my god, that's the problem.

My map isn't centered at all... Great...

Thank you SO much for telling me. Thanks to you now I have to re-do everything.

Lol.. kidding. Thanks a lot.

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Subject: This is strange...

Posted by [YSLMuffins](#) on Mon, 07 Mar 2005 01:51:19 GMT

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Just group your entire map into one huge group and center it.

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Subject: This is strange...

Posted by [Burn](#) on Mon, 07 Mar 2005 19:11:56 GMT

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^ Yeah exactly what I was going to do.

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Subject: This is strange...

Posted by [IRON FART](#) on Mon, 07 Mar 2005 20:31:30 GMT

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Yeah, but he's still gotta realign everything in Leveledit :/

Its a good idea to start your map in RenX at the center and build around it. That will tackle a few issues right there.

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Subject: This is strange...

Posted by [Spice](#) on Mon, 07 Mar 2005 20:43:24 GMT

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ohhh... new map? SCREENSHOTS DEMANDED!

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Subject: This is strange...

Posted by [Burn](#) on Mon, 07 Mar 2005 22:12:00 GMT

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Lol, I can give ya some screenshots but I doubt my map is that good. In fact, it sucks quite hard at the moment.

But I can still give you screenies.

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Subject: This is strange...

Posted by [Spice](#) on Tue, 08 Mar 2005 00:56:48 GMT

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Sure upload them to <http://www.n00bstories.com> and show us. Nothing ever bad came out of showing work in-progress except a few bad comments. We can help you with fixing it up.

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Subject: This is strange...

Posted by [IRON FART](#) on Tue, 08 Mar 2005 02:17:16 GMT

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Quote:

Nothing ever bad came out of showing work in-progress

Well you never know...

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Subject: This is strange...

Posted by [icedog90](#) on Tue, 08 Mar 2005 02:26:13 GMT

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Man, I've gotta finish that one Renegade map I started ages ago... before Renegade is completely dead.

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Subject: This is strange...

Posted by [Burn](#) on Tue, 08 Mar 2005 19:18:42 GMT

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Honestly, I can take a few bad comments. I've had plenty before with my artwork. People will say the nastiest things about your work right to your face.

Thanks for the positive reinforcements. I suppose I will upload some screenies when I'm done with it.

Thanks.

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