
Subject: help me

Posted by [futura83](#) on Sat, 26 Aug 2006 13:54:04 GMT

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right, ive created a server side mod in level edit, ive put it on my server.

i'll load my server up, perfectly fine, the server will load the level up perfectly, but a few seconds after i join the game to test it out, the server restarts itself.

whats wrong?

Subject: Re: help me

Posted by [LR01](#) on Sat, 26 Aug 2006 14:07:59 GMT

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Uhm...

If you dont tell more, we can only guess

Subject: Re: help me

Posted by [futura83](#) on Sat, 26 Aug 2006 14:17:15 GMT

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umm...what do i need to add?

Subject: Re: help me

Posted by [Veyrdite](#) on Sun, 27 Aug 2006 01:26:31 GMT

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this happens to me, but i am in a blue place and keep falling, then restart, and so on, but i have to exit the program and use task manager to exit it as when it repeats the menu will dissappear, and it happens every 2 secs.

i think the blue would just be level without the terrain.

i have a strange feeling its about generating sectors twice, but i dont really know

Subject: Re: help me

Posted by [LR01](#) on Sun, 27 Aug 2006 09:15:49 GMT

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the17doctor wrote on Sat, 26 August 2006 16:17umm...what do i need to add?

You said, Quote: right, ive created a server side mod in level edit, ive put it on my server.

i'll load my server up, perfectly fine, the server will load the level up perfectly, but a few seconds after i join the game to test it out, the server restarts itself.

whats wrong?

what did you all used? nothing special?
nothing special; maybay upload it?

Subject: Re: help me
Posted by [LR01](#) on Sun, 27 Aug 2006 09:16:55 GMT
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dthdealer wrote on Sun, 27 August 2006 03:26this happens to me, but i am in a blue place and keep falling, then restart, and so on, but i have to exit the program and use task manager to exit it as when it repeats the menu will dissappear, and it happens every 2 secs.
i think the blue would just be level without the terrain.
i have a strange feeling its about generating sectors twice, but i dont really know

Lol, you can generate sectors a milion times if you want, I think you exported as MIX

Subject: Re: help me
Posted by [futura83](#) on Sun, 27 Aug 2006 10:11:55 GMT
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well, before i cam up with any errors, i posted a good description of it in another topic.

what i said i was gonna do for M01, i did do.

<http://www.renegadeforums.com/index.php?t=msg&th=21003&start=0&rid=21327>

Subject: Re: help me
Posted by [LR01](#) on Sun, 27 Aug 2006 10:27:48 GMT
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Did you use then other scripts?
and in that level, didn't you get a medium tank?
and the pt thingy, what did you all change?
did you put in all files in your FDS?

Subject: Re: help me
Posted by [futura83](#) on Sun, 27 Aug 2006 10:38:13 GMT
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no, there are no tanks in it, it does use poke scripts, and all the files(the objects.aow and M01.1dd) are in the right place.

Subject: Re: help me
Posted by [LR01](#) on Sun, 27 Aug 2006 10:43:44 GMT
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only the .idd? Try them all...

Subject: Re: help me
Posted by [futura83](#) on Sun, 27 Aug 2006 10:44:30 GMT
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just the .1dd has worked before.

plus, dosnt putting the .1sd crash the server?

Subject: Re: help me
Posted by [LR01](#) on Sun, 27 Aug 2006 11:23:50 GMT
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No, I can put them all in, and works fine

I guess you can do 2 things:

1. rebuild the file
 2. upload the file (so we can check and maybe find something)
-

Subject: Re: help me
Posted by [futura83](#) on Sun, 27 Aug 2006 15:54:08 GMT
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the .1dd will be attached to this post then

File Attachments

- 1) [M01.1dd](#), downloaded 143 times
-

Subject: Re: help me
Posted by [LR01](#) on Sun, 27 Aug 2006 19:13:49 GMT
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Let me see...

Yes, it crashes, my FDS and Renegade

I cant say anything with this, srly, only that it doesn't work

Check your map again, Remove things that could be it

(I made M03 seversided once and when I made the airstrip it crashed, once I removed it it worked again, I coul'n'd believe that that was the cause but it was)

Subject: Re: help me

Posted by [futura83](#) on Sun, 27 Aug 2006 19:51:44 GMT

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you'll need the objects.aow i am using for that, as i have added new presets in for the pokeable pt's.

Subject: Re: help me

Posted by [LR01](#) on Mon, 28 Aug 2006 07:01:44 GMT

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O, yes, I see,
