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Subject: Corrupted?!

Posted by [LR01](#) on Thu, 31 Aug 2006 16:48:59 GMT

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I'm making a map, but when I exported it as a .MIX and played it, the GDI soldier had a minigun with a rock texture?!

by every word there where black boxes and when I look around the game crashes?!

What did I do?

(using a other Package solves the problem, but what can't I do?)

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Subject: Re: Corrupted?!

Posted by [Oblivion165](#) on Thu, 31 Aug 2006 17:35:53 GMT

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Hmm, ive never heard of anything like this. The only thing that can normally do this would be a replaceemnt texture for those object.

Take a screenshot, lets see it. However i doubt there is anything that could be done, it doesnt sounds like a object.ddb error or such like that.

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Subject: Re: Corrupted?!

Posted by [Canadacdn](#) on Thu, 31 Aug 2006 23:51:02 GMT

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I remember that happened to me once when I was fooling around with a map, I still don't know what did it.

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