
Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:08:00 GMT

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That DMSkatePark map I was working on... I finally finished up. Well, I export it to a mix file to test it out -- crashes 10\% into loading. Package works fine, mix does not. I'm pretty angry about this, because that's like a month's worth of work getting wasted if I can't release this map. Anyone know the solution to this? Anything besides releasing it as a package mod?

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:21:00 GMT

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I think we might have to pull Greg into this one.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:47:00 GMT

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Likely it's a problem with a missing preset. You can check it by renaming your objects.ddb to objects.bkp in your presets folder, and then opening it in leveledit again. After you load the level, you should get an error on what presets are missing, and you need to remove them from the level and replace them with the temp versions.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:01:00 GMT

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quote:Originally posted by aircraftkiller2001: That DMSkatePark map I was working on... I finally finished up. Well, I export it to a mix file to test it out -- crashes 10\% into loading. Package works fine, mix does not. I'm pretty angry about this, because that's like a month's worth of work getting wasted if I can't release this map. Anyone know the solution to this? Anything besides releasing it as a package mod? that s0xx0r

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:34:00 GMT

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wow, the mighty aircraftkiller pleading for help to release a map. I've never seen it before

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:35:00 GMT

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quote:Originally posted by killakanz:wow, the mighty aircraftkiller pleading for help to release a map. I've never seen it before He did.When he made his first map. [January 12, 2003, 16:36: Message edited by: Aprime1]

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:37:00 GMT

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what that? Aircraft killer is asking for help? ..the ohh Great and mighty ack? but really.. I Suggest doing What somerhino said

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:38:00 GMT

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i have had this proplem... it was with one of my test maps... i believe its the cause of a corrupted file... im not sure, but i think was because of the mix. file not being able to find the presets... i rexported mine as a mix. then it worked.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:18:00 GMT

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I'll try that out, Rhino.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:21:00 GMT

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quote:Originally posted by SomeRhino:Likely it's a problem with a missing preset. You can check it by renaming you objects.ddb to objects.bkp in you presets folder, and then opening it in leveledit again. After you load the level, you should get an error on what presets are missing, and you need to remove them from the level and replace them with the temp versions.Good troubleshooting technique. I am interested to know if that was what caused the crashing, and if this method was helpful in fixing it. If so, it should definitely be added to any/all troubleshooting FAQs!

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:34:00 GMT

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Hmm, I think I figured it out. The terrain preset was named Terrain, pointing to the W3D. It still loaded even after having changed it to that from something else. It was looking for stuff that didn't exist, yet the terrain was still there... I deleted the non-referenced terrain instances and have replaced them with the normal version. I'm going to see if that works now.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:57:00 GMT

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yah dont have to take my idea but i wil put it here, maybe if you start new, then merge all the meshes into new file and save you can load up leveledit, start over from there. Dont try super fancy scripts and make sure what you do will work and is done right. I had to do this with my DM, but I havent released it yet.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:59:00 GMT

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Nothing is working. I just tried every method available.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:04:00 GMT

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Perhaps remaking your TEMP preset database would do the trick. Problems with the temp preset stuff are always what causes the maps to crash during loading for me, but you said the map crashes at 10 percent? Mine usually crash at around 99. None of your w3d's are named too generically, right? Maybe the map is conflicting with another.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:12:00 GMT

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quote:Originally posted by YSLMuffins: Perhaps remaking your TEMP preset database would do the trick. Problems with the temp preset stuff are always what causes the maps to crash during loading for me, but you said the map crashes at 10 percent? Mine usually crash at around 99. None of your w3d's are named too generically, right? Maybe the map is conflicting with another. I'm not even using any temp presets. The terrain w3d is named mp_skatedm.w3d. I doubt

anything else is named as such.If this keeps up, I'll probably trash the map and move on.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:15:00 GMT

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I wish it could get fixed! that is like the only ACK map i'm looking forward to. that I know of, oh and that "power" one.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:14:00 GMT

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Oh Yeah, when is that "power" map coming out again? Also why not make the DMSkatePark a mod, it's better than trashing it completely

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:21:00 GMT

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Are you using JW's scripts? I did and it was doing the same for me. =S

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:25:00 GMT

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My scripts work just fine in a *.mix map.The problem ACK is having is probobly either:1.a preset problemor 2.not installed custom scripts.dll properly (if he is using it that is)Other than that, I dont know what to do.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:34:00 GMT

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quote:Originally posted by Jonathan Wilson:My scripts work just fine in a *.mix map.The problem ACK is having is probobly either:1.a preset problemor 2.not installed custom scripts.dll properly (if he is using it that is)Other than that, I dont know what to do.No custom scripts in it.

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:37:00 GMT

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It happened to me once with a Test map and the only thing I could do was to re-start everything in a new mod package. (Re-exporting the terrain and all that stuff)

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:37:00 GMT

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I had a problem with a map that was similar to that (worked as a pkg, crashed as a mix). I think I solved it by compressing textures on export. Have you tried that?

Subject: Problem here

Posted by [Anonymous](#) on Mon, 13 Jan 2003 06:47:00 GMT

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I just clicked that link in the bottom of your sig because i was curious about what was on Aircraftkiller.tk. I just have to say, that was just plain and simple lame That little ounce of respect i got for you for behaving in this thread just went down the drain again...

Subject: Problem here

Posted by [Anonymous](#) on Mon, 13 Jan 2003 15:16:00 GMT

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quote:Originally posted by brutus:I just clicked that link in the bottom of your sig because i was curious about what was on Aircraftkiller.tk. I just have to say, that was just plain and simple lame That little ounce of respect i got for you for behaving in this thread just went down the drain again...Ask me if I care... Because I don't.
