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**Subject: Gameplay Pending Crash!**

Posted by [Burn](#) on Sat, 02 Dec 2006 02:24:34 GMT

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I finally got this map done after so much work, and it will run anywhere but when I put it on two computers and tried to run them both together, the person trying to join loads up and then gets a black screen and Gameplay Pending flashes once, and then it crashes and kicks the joiner to their desktop!

I had this problem before with another map but I don't know how it got fixed.

Anyone else have this problem before? If so, PLEASE inform me!

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**Subject: Re: Gameplay Pending Crash!**

Posted by [Zion](#) on Sat, 02 Dec 2006 13:56:54 GMT

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Try putting the .ldd or .lsd into the data folder and run the .mix file. The .lsd/.ldd will override the ones in the mix file with the ones you edited.

If you have already done this, put the objects.ddb into the data folder and rename it to objects.aow (SSAOW and its counterparts only).

If not, try all of the above.

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**Subject: Re: Gameplay Pending Crash!**

Posted by [Burn](#) on Sun, 03 Dec 2006 00:58:36 GMT

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Hmm.. Don't think it worked. Maybe I'm not doing it right though... I tried the .lsd/.ldd thing and now I'm trying the objects.ddb way. I extracted the objects.ddb to the data folder and named it objects.aow and nothing...

I don't think it has anything to do with the new scripts I just installed, or could it?

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**Subject: Re: Gameplay Pending Crash!**

Posted by [Zion](#) on Sun, 03 Dec 2006 13:45:27 GMT

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You'll need to tell us what you put in the map and the scripts you used and what you added/may have added in the presets tree for us to help.

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Subject: Re: Gameplay Pending Crash!  
Posted by [Burn](#) on Tue, 05 Dec 2006 20:26:25 GMT  
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I think I might know the problem..

Last time this happened, I made a change in the PCT settings. On my last map, I made one of the other Renegade characters available for purchase in place of the Technician slot. This time, I went under the Purchase settings in LevelEditor and made a +Tile for both of them, renamed them to, say, "GDI Purchase Settings", whatever the formal name is, and I renamed the original ones.

I'm not entirely sure if this is the problem but it's a possibility. I know I'll also have to do something with the objects.ddb but I don't know what, unless it's like you said before, where I take it out and rename it to objects.aow.

Other than that, I can't think of any other possibilities.

EDIT: Also, this may seem kind of obvious but I noticed that after I run my map and I go back to the map cycle that another map is in the box to the right (the map I want to play on) instead of my map. I was just adding this in case it's a sign of anything that I'm not doing right.

If you still don't know and need more information just let me know.

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Subject: Re: Gameplay Pending Crash!  
Posted by [danpaul88](#) on Tue, 05 Dec 2006 23:06:35 GMT  
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You NEVER EVER EVER rename the original ones just temp them, the temped ones will be used whatever their name is.

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Subject: Re: Gameplay Pending Crash!  
Posted by [Burn](#) on Tue, 12 Dec 2006 23:05:49 GMT  
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Sorry to bring this old thing back up but this map is seriously driving me crazy. I've spent months on it and it's simply not working for me - I'm sure everyone knows how this situation feels.

I'm gonna just throw out everything I've done with my map that is "out of the ordinary" and hopefully there will be someone out there that can spot the error.

I tested again, I can actually see the person sit there for a few seconds when they spawn (if we both choose GDI) then the client gets kicked to the desktop. I've tried more things and I now have absolutley no idea what the problem is- I've made almost no progress.

Here's the list:

1.) When I open my .lvl file, I select my terrain preset and hit "Mod" then "Cancel." I do this to get all of my really nice shadows back, since it has none when I first enter. I also never do Compute Vertex Solve.

2.) Scripts include:

- JFW\_Attach\_Script\_Custom (On a soldier spawner)
- JFW\_Timer\_Custom (On the same soldier spawner)
- JFW\_Reflect\_Custom (On an object in the map that I hid under the terrain.)
- PDS\_Test\_Follow\_Waypath (as a setting for the Attach Script command).
- TDA\_Teleport\_Zone on a Script\_Zone\_All box.

3.) I have two speakers on my map that emit music (.mp3's) that I placed in the folder.

4.) I accidentally renamed the original Team Purchase setting preset before, but then I named it back to it's original name and made temps of them instead. Then, I exited out, deleted objects.ddb and conv10.cdb from my presets folder and re-entered to make new ones.

5.) I have some GDI and Nod soldiers running at different speeds (a little faster than normal) along with most AI.

6.) I have a soldier running along a waypath, and during that time the soldier will fight the players, and after the player is killed the soldier will stop and wait for 90 seconds and then resume following the waypath.

7.) After an AI soldier dies, they drop an Armor/Health powerup that makes their Armor/Health higher.

8.) I purposely made most of the AI soldiers not have a visible gun in their hands, but they're shooting a weapon.

After I exported my .mix file, I put the .lsd and .idd files into the Data folder along with it, and then I opened Renegade and played on my map for a few seconds to get the .thu file. Then, I gave the client the .mix, .thu, .lsd, and .idd file and still nothing. I also tried the same thing but then just gave the .mix and .thu to the client, still nothing.

I tried the objects.aow thing but it didn't work. I don't think I have SSAOW, but on the other hand I also don't know what it is. heh heh

Like I said, I've been working on this thing for months, it looks absolutley fantastic, and I'd like to be able to give it to people online and share it with them. I just want to close this thing and get on with my life.

...Phew. Can you guys work your magic one last time? Any more suggestions? Please?

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Subject: Re: Gameplay Pending Crash!

Posted by [Jerad2142](#) on Wed, 13 Dec 2006 07:06:17 GMT

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Does it crash if your the only person in the game, if not it has nothing to do with the map. Check the scripts version on both computers, and make sure whatever program you are using to keep game play pending form popping up is set up right. Try using this program on a normal renegade map and join another computer in the game a switch it to your team, if that crashes the map its not your map, its the game play pending program.

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Subject: Re: Gameplay Pending Crash!

Posted by [Burn](#) on Thu, 14 Dec 2006 19:39:17 GMT

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I was beginning to think it had something to do with the script files. There's just simply no possible way that there's something wrong with the map. Because I am infallible. Haha

I can play the map by myself with absolutley no problems. When I sit and wait for the client, however, when they join, the client just gets "Gameplay Pending" with a blank screen for a few seconds, and then it kicks them to their desktop.

I don't have an anti-Gameplay Pending program, and neither does the client.

I have another map EXACTLY like this one, and it works, but this new one has the new scripts on it.

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Subject: Re: Gameplay Pending Crash!

Posted by [Burn](#) on Sat, 16 Dec 2006 04:20:16 GMT

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Ok- I officially give up now. I completely reinstalled Renegade on both machines and did the Renegade 1.037 patch, then put the scripts and bhs.dll from scripts292.zip in both data folders, and it still crashes the client to the desktop.

Eh, what a waste of time.

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Subject: Re: Gameplay Pending Crash!

Posted by [Zion](#) on Sat, 16 Dec 2006 15:38:03 GMT

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You don't put the scripts in the Data folder, you only put them in the main root folder.

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Subject: Re: Gameplay Pending Crash!  
Posted by [Burn](#) on Sat, 16 Dec 2006 15:42:56 GMT  
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Oh yeah, that's what I meant. I put it in the root folder, not the data folder. Sorry, hehe.

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Subject: Re: Gameplay Pending Crash!  
Posted by [Veyrdite](#) on Sun, 17 Dec 2006 02:17:19 GMT  
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when you do release it, plz tell me where.

have you tried it on someone elses network? maybe the scripts dont work on certain ports or somedin.

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