Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 14:26:00 GMT
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I am approximately 80\% way trough making my map; and I recently exported it into renegade to test some aspects. I then purchased a flamer to test against the AGT because I had heard some problems where it wastes it to fast, but I never got that chance because soon as I fired at the AGT, Renegade crashed to my desktop. I tried again and it crashed at the same instant. So, I tried again, and used a different character (flame trooper rather then Teckie). And soon as the tank touched the ground, Renegade crashed to Desktop. So far the only time the crash has occurred has involved the Flamer. Does any one know any solutions?

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 14:32:00 GMT
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Take the armor.ini from always.dat, extract it to your mod's ini folder. It should overwrite the old armor.ini in there.It shouldn't even be a problem unless you're doing a map in a package format instead of mix.

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 14:33:00 GMT
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So, as soon as i chage it too mix it will fix it?Thanks Ack.

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 16:02:00 GMT
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Tell me what you think guys Prism

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 16:16:00 GMT
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People I would texture this but well i'm to rubbish at making skinsOh well

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 16:18:00 GMT

<>

the tower should be solid, instead of just columns...nice though...

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 17:49:00 GMT
<>

My model is based on RA2 so I had to copy the prism tower from there that's why the tower is colums and not a solid!

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 18:57:00 GMT
<>

Getting better   , Really round though...

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 18:59:00 GMT
<>

niceBTW, its columns, do ur research before telling other people other than wwhat they think

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Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 19:10:00 GMT
<>

It needs to be taller!!

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 19:18:00 GMT
<>

thanks ACK.It's been a problem for me, I'm making a mod, so it has to be .pkg

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Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 22:54:00 GMT
<>

It looks great, but I think it should be a bit taller.And how intricate are those grates at the bottom? I can't tell too well from that veiw, but they look too intricately modelled for Renegade, it'd probably be better just to have a one-faced grate with the texture making it look realistic, but once again I might be mistaken in how you modelled it.

Subject: Bug in flamer
Posted by Anonymous on Fri, 17 Jan 2003 23:30:00 GMT
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they are columns with oine larger conductor column in the center

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