

---

Subject: Gettrin M03 on SSAOW1.5.1

Posted by [FEAR9998](#) on Mon, 30 Jul 2007 18:34:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Basicly I've got M03.lvl and modified it ok, I exported as Mod Package to play and it works fine. But, now I want to get my map as M03.mix and play on my server with others. So I tried savinf the M03.lsd and M03.ldd file and temps.ddb and putting them INTO the M03.mix via XCC mixer. But when I put the map onto my SSAOW.1.5.1 and press "Renegade Server" it starts working until it loads the map, "m03.mix" and restarts and keeps restarting.

Any suggestions or ways to do this?

Thanks in advance!

---

---

Subject: Re: Gettrin M03 on SSAOW1.5.1

Posted by [zunnie](#) on Mon, 30 Jul 2007 19:04:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://ren.game-maps.net/index.php?action=file&id=608>

Get the AI fixed SSAOW 1.5, the original SSAOW 1.5 will crash on ai bots.

---

---

Subject: Re: Gettrin M03 on SSAOW1.5.1

Posted by [FEAR9998](#) on Mon, 30 Jul 2007 19:22:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That's not the problem when I play it works fine. It doesnt crash when bots kill me but when I click "Renegade Server" it doesnt launch properly. It keeps restarting and when it launches M03.mix it restarts.

---

---

Subject: Re: Gettrin M03 on SSAOW1.5.1

Posted by [Ethenal](#) on Mon, 30 Jul 2007 19:31:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nvm.

---

---

Subject: Re: Gettrin M03 on SSAOW1.5.1

Posted by [Stefan](#) on Tue, 31 Jul 2007 19:59:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The .lsd file probably crashing your server, take it out.

---