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Subject: Unexplained Map Load CRASH!!  
Posted by [bat66wat6](#) on Sun, 14 Oct 2007 21:08:39 GMT  
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Ok, right, iv had it...everytime i load up a terrain like Tutorial terrain and just simply place a GDI Spawner there or even anything when i go to LAN after exporting the mod select the mod package and map and Click Start Game or whatever it crashes...right after i click the Ok button i hear the BLIP u get when u click something in Renegade and it quits me off the game 2 the dekstop!!

I mean im like totally WTF !!  
Please can someone explain...

It isn't just loading and editing terrain...i spent 1 painstaking hour Deleting and replacing the doors on C&C\_Field in the GDI base to the Green lock code doors, lighned up perfect and everything then when it comes to that 1 moment of loading the mod package it crashes as i explained above! I really can't understand it->I am guessing here but could it be to do with the version of my game? Or the scripts?

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Subject: Re: Unexplained Map Load CRASH!!  
Posted by [Yrr](#) on Sun, 14 Oct 2007 22:26:48 GMT  
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Any crash dumps?

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Subject: Re: Unexplained Map Load CRASH!!  
Posted by [bat66wat6](#) on Sun, 14 Oct 2007 22:42:44 GMT  
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What's a crash dump?

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Subject: Re: Unexplained Map Load CRASH!!  
Posted by [Oblivion165](#) on Sun, 14 Oct 2007 23:28:18 GMT  
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Sounds like you just set terrain to selectable and deleted the doors....

That doesn't work. Just imagine terrain selectable isn't even there, it just causes problems.

All renegade mp buildings use proxies to load the doors automatically, when you delete them in le the proxy is still inside the w3d and it can cause errors.

You will need to create replacement doors to replace whatever the proxy is loading.

EDIT: For your first problem upload your mod folder (compressed in rar or zip) to here and i will be able to tell you exactly what your problem is.

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Subject: Re: Unexplained Map Load CRASH!!  
Posted by [bat66wat6](#) on Mon, 15 Oct 2007 15:01:35 GMT  
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KK MAJOR PROBS WITH THAT

- 1: WTF is a proxy!? And how do i change it...?
- 2: How do i make my own doors or As u put it "Replace them"

I did not put on terrain selectable! I just selected each 1 and deleted it then carefully realigned the new GDI Green lock doors!

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Subject: Re: Unexplained Map Load CRASH!!  
Posted by [bat66wat6](#) on Mon, 15 Oct 2007 15:47:01 GMT  
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I could not attach the bloodt zip file, "File attachment is too big(Over allowed limit of 1048576)" apparently!

This is stupid, can't i make the limit higher?

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Subject: Re: Unexplained Map Load CRASH!!  
Posted by [Oblivion165](#) on Mon, 15 Oct 2007 17:40:04 GMT  
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bat66wat6 wrote on Mon, 15 October 2007 11:01KK MAJOR PROBS WITH THAT

- 1: WTF is a proxy!? And how do i change it...?
- 2: How do i make my own doors or As u put it "Replace them"

I did not put on terrain selectable! I just selected each 1 and deleted it then carefully realigned the new GDI Green lock doors!

1) <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=18>

Its a small box that will be replaced on load with the object wanted. When your in the building file in max or renx, move your camera below the buildings and look up. Those are all the proxies the buildings use to load the doors and pts etc etc.

2) You will need to rename the proxie that is used for the doors to your own custom file. Just import the originals to get the correct locations.

3) Same thing.

EDIT: Try <http://www.UploadHut.com> for that file.

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