
Subject: Crash after W3D loaded.

Posted by [cnc95fan](#) on Wed, 19 Dec 2007 16:15:22 GMT

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Hi.

I recently made a test map using C&C_Mesa.mix for the Battle For Dune mod.

www.battlefordune.co.uk Just after the map loads, i.e when the green bar is finished going along the bottom, the game crashes. I'm not sure what this is, maybe its something to do with a missing W3D file. I "added" rather than "temped" the Mammoth tank, but when I went to change it, it wouldn't change, so I manually gave the W3D name...

Subject: Re: Crash after W3D loaded.

Posted by [Oblivion165](#) on Wed, 19 Dec 2007 16:44:29 GMT

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Mix's will not work with added objects and sometimes wont work with certain types of mix's. The best thing to do is delete object.ddb so it will pull a fresh one.

Subject: Re: Crash after W3D loaded.

Posted by [cnc95fan](#) on Wed, 19 Dec 2007 16:48:50 GMT

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That reminds me. I once modified a map, but I previously added a .aow (changed extention to .ddb) and when I went to try it, Renegade said "AOW mode not supported". :S

Subject: Re: Crash after W3D loaded.

Posted by [Jerad2142](#) on Thu, 20 Dec 2007 18:34:29 GMT

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The REAL problem is that you can't just go and rename a .w3d file. You must export it from renx under the new name. Otherwise the model name will not match the file name.

Subject: Re: Crash after W3D loaded.

Posted by [cnc95fan](#) on Thu, 20 Dec 2007 19:28:38 GMT

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AFAIK it was exported under that name.
