
Subject: Crashing On SP Maps

Posted by [_SSnipe_](#) **on** Tue, 20 May 2008 23:32:04 GMT

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I had this same problem long time ago if anyone remmebers? but i never once figured it out...

im crashing on sp maps not my server my renegade i think when anyone joines they crash...

i edited the sp tutorial map.. deleted everything added mp building controller to the bar and thats kinda about it.....anyone can figure it out?

the edited lvl file i placed both lsd ldd files into the map

also the lvl edit file was mtu.lvl and renamed the 2 files into the

m00_tutorial.ldd

m00_tutorial.lsd

placed both inside the map named m00_tutorial.mix

Subject: Re: Crashing On SP Maps

Posted by [Lone0001](#) **on** Tue, 20 May 2008 23:52:56 GMT

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You only need the idd if I remember correctly when I asked it the isd crashes it or something.

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) **on** Wed, 21 May 2008 00:05:38 GMT

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{SB}Lone0001 wrote on Tue, 20 May 2008 16:52You only need the idd if I remember correctly when I asked it the isd crashes it or something.

i tryed that.....and yet nothing happen...

i tryed:

both files into mix

lsd in mix other file in data

ldd in mix other file in data

new ldd file and left the lsd file that came with map

new lsd file and left the ldd file that came with map

and i think thats all iv done

Subject: Re: Crashing On SP Maps

Posted by [Yrr](#) on Wed, 21 May 2008 16:46:11 GMT

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any crash dump?

Subject: Re: Crashing On SP Maps

Posted by [mrÃ£Ã§Ã£Ã·z](#) on Wed, 21 May 2008 17:45:13 GMT

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What did you made on the map?

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Wed, 21 May 2008 18:34:46 GMT

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yrr idk where crash dumps are and whats the file name

and mad...all iv done....well add a few spawners and few zones with script son them but im sure im doing the zones rigth the same wya inside the sp maps and added a 2 mp building controllers onto bar and wf....other then that iv tested it jsut empty and yet still crashes.....i can take ss of my lvl map edits?

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Thu, 22 May 2008 04:43:24 GMT

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anyone? iv been trying to figure this out for months...no joke

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Thu, 22 May 2008 07:00:55 GMT

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plz help me with this i pmmed over 6 people in servers who have sp maps and yet somehow no one knows how to do it...

also another question how u add building controllers? u just place it touching the building and thats it? or what?

Subject: Re: Crashing On SP Maps

Posted by [Veyrdite](#) on Thu, 22 May 2008 07:43:21 GMT

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Try exporting it as a PKG and playing the level normally. If it doesn't work then you are one of the many victims of LE dodgyness.

Nothing can be done but a complete remake if this is true.

Subject: Re: Crashing On SP Maps

Posted by [nopol10](#) on Thu, 22 May 2008 08:18:15 GMT

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I think putting MP building controllers on single player buildings may screw things up but I am probably wrong.

If you are doing this server side, don't put the mix file into the data folder. I think you only have to put the .lsd file inside and that's it. Make sure you have the original mix though.

Subject: Re: Crashing On SP Maps

Posted by [mrŁĘŞÄ·z](#) on Thu, 22 May 2008 08:41:17 GMT

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No No No! You can add Building Controllers Serverside on SP Maps! But where did you Placed them? did you tryed to eneable SP Buildings or MP Buildings? Tell me wich buildings you want to get work! And what map you Edited, MAYBE you had "Terrain Selectable" and you moved the map thats another reason why this map Crashes.

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Thu, 22 May 2008 13:47:35 GMT

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madrackz wrote on Thu, 22 May 2008 01:41
No No No! You can add Building Controllers Serverside on SP Maps! But where did you Placed them? did you tryed to eneable SP Buildings or MP Buildings? Tell me wich buildings you want to get work! And what map you Edited, MAYBE you had "Terrain Selectable" and you moved the map thats another reason why this map Crashes.

wat i mean is i deleted the sp bar one and replaced it with a mp one cuase a map cant start without a building right? iv seen it another servers expect they replaced the wf or air with a ref controller to get more money....so i tryed to see if this work...so keep so controllers?

Subject: Re: Crashing On SP Maps

Posted by [mrŁĘŞÄ·z](#) on Thu, 22 May 2008 13:51:11 GMT

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Dont remove SP controllers, they placed SP AND MP controllers, the SP controller just makes the Building targetable, and they used a "CUSTOM" when SP ref dies then the MP Controller too

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Thu, 22 May 2008 19:40:44 GMT

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wait so the only thing im trying to do is make the building able to die....ofcourse i can jsut NOT delete the sp but i thought sp on a mp thing would crash it..i guess i can try to remake map without deleteing the sp controllers soon as i get my mod stuff reinstalled

Subject: Re: Crashing On SP Maps

Posted by [mrŁĘŞÄ·z](#) on Thu, 22 May 2008 19:43:54 GMT

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MP ON SP Works, BUT the SP controller needs to be attached to a Building!

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Thu, 22 May 2008 20:05:39 GMT

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madrackz wrote on Thu, 22 May 2008 12:43MP ON SP Works, BUT the SP controller needs to be attached to a Building!

well i really dont need to use an yof the buildings...all i need is a pt to make chares NO TANKS but i know u need a building or the server crashes idk if its sp or mp etherway i need jsut one building to kill to be able to end the map.....but since u bring that up how do u attach a controller to a building

Subject: Re: Crashing On SP Maps

Posted by [mrŁĘŞÄ·z](#) on Thu, 22 May 2008 20:07:55 GMT

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On what map you want to make a Working PCT? just post here what you want im gonna make the map for you, all the other stuff you can do by yourself

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Thu, 22 May 2008 20:34:06 GMT

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well pretty much alot of sp maps u know...making a few fun coop maps....i add add pt but if u dont

have a bar or hon cant u not buy any advnace chars?

Subject: Re: Crashing On SP Maps

Posted by [mrÃ£Ã§Ã·z](#) on Thu, 22 May 2008 20:53:05 GMT

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OK i made the HON on M01 Work. When SP Controller dies then the MP Controller too, open the .LVL file and look what i attached to the Controllers and the Daves arrow thats all you need to know to let Buildings work. The Scripts.dll is the DLL from Scripts 3.4.3, you need it to use the Scripts.

File Attachments

1) [M01.rar](#), downloaded 128 times

Subject: Re: Crashing On SP Maps

Posted by [_SSnipe_](#) on Fri, 23 May 2008 00:15:29 GMT

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madrackz wrote on Thu, 22 May 2008 13:53OK i made the HON on M01 Work. When SP Controller dies then the MP

Controller too, open the .LVL file and look what i attached to the Controllers and the Daves arrow thats all you need to know to let Buildings work. The Scripts.dll is the DLL from Scripts 3.4.3, you need it to use the Scripts.

ok so u have both controllers and when open dies they both dies and thats how you get a building to work in a sp map?

when hon dies im guessing the game gets won?

i really dont want any builings to work i just need something to die to end the map like when u pick up an item or destroy like a boss bot with that script thats what i plan on doing,....

one map have a boos bot at the end so when you kill it the game ends...which i saw on gamerz0ne when u killed the rav boss said nod ref destroyed and says gdi won by building destruction which is where i got the idea....but needed to figure how to get the sp maps load without crashing...

but as i said before

1)would gdi still able to buy advance chars? without a bar? how do i have to add a bar controller and jsut hide it somewhere? cuase i wont be using nod in most lvls ONLY gdi chars which killing the hon will work

cuase as i stated all i want...is for the map to load...and to win the game...have to destroy the building or a boss...or even pick up a powerup to end the map and i know u need to destroy the building to end it

Subject: Re: Crashing On SP Maps
Posted by [_SSnipe_](#) on Sun, 25 May 2008 21:58:01 GMT
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got all that done ty now how can i get engies to repair someone or somthing
