Subject: LE crash...urgent
Posted by rrutk on Sun, 08 Feb 2009 13:08:44 GMT
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...want to complete version 0.31b with bugfixes and forgotten beacons

made purchase terminals for the beacons in renx.
set them up in LE.

I make the preset. but as soon as I click it with the mouse to positionize it, LE crashes. before it gaves something like "dynobj != null" ????

had the same problem after setting up a absolute simple object (a little red ball) -> crash.

dont know why

Subject: Re: LE crash...urgent
Posted by Genesis2001 on Sun, 08 Feb 2009 14:10:29 GMT
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Were you attaching any scripts to the objects? If so, did you fill in all parameters even if they're dummy for now? Other than that, /me pokes dp88 and/or Wilo for this question.

Subject: Re: LE crash...urgent
Posted by rrutk on Mon, 09 Feb 2009 00:07:05 GMT
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no, no scripts at all.

Subject: Re: LE crash...urgent
Posted by Canadacdn on Mon, 09 Feb 2009 18:15:40 GMT
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What type of W3D settings did you use on the object? Did you remember to give it collision detection of some sort?

Subject: Re: LE crash...urgent
Posted by saberhawk on Mon, 09 Feb 2009 19:34:01 GMT
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Bad physics type for that type of object. Try DecorationPhys