
Subject: Mod crashes every time I use a weapon
Posted by [greenirrad](#) on Sun, 02 May 2010 10:25:47 GMT
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Hi, I have finally found a way of making my mod work the easy way, downloading the pre-made C&C_walls_flying.lvl from the westwood ftp, and making some pre-sets.

Now, every time I buy the Templar or Chem Warrior, the game crashes as soon as I fire my weapon. Why and how can I fix it?

Subject: Re: Mod crashes every time I use a weapon
Posted by [ErroR](#) on Sun, 02 May 2010 10:27:21 GMT
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have you messed around with the weapon's ammo types?

Subject: Re: Mod crashes every time I use a weapon
Posted by [greenirrad](#) on Sun, 02 May 2010 10:29:54 GMT
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Well, no. Just opened the pre-made level, made the includes, flying includes and ramps (for walls flying) and exported.

I noticed it crashes only if I fire at a building, means if I fire at mid-air it works fine, if i fire at the ground it's fine, it crashes if I leave these green bubbles at a building.

Subject: Re: Mod crashes every time I use a weapon
Posted by [Reaver11](#) on Sun, 02 May 2010 11:12:34 GMT
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Leveleditor comes with outdated armor.ini's etc
These old ini's dont contain the cnc_chemsprayer / cnc_flamethrower warhead.

You should either extract them from your always2.dat or I think they are on game maps.

Once you have the new ini set you should replace the files in -> leveledit -> 'modname' -> Always
-> Inl

Subject: Re: Mod crashes every time I use a weapon
Posted by [greenirrad](#) on Sun, 02 May 2010 11:55:45 GMT
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I extracted all of the new ini files out of my always2.dat, still the same. Is there a way I can download the updated ini files?

Subject: Re: Mod crashes every time I use a weapon
Posted by [Reaver11](#) on Sun, 02 May 2010 13:49:03 GMT

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Are you sure you have placed the over the older files?
(Also if you are using windows vista or up check the virtual store since you have to replace the ini's in there)

Also if you are making a mix map then you can just remove the ini's before you export your map.

Those files used to be on renhelp your always2.dat files should be uptodate. (otherwise those guns wouldnt work in your standard ren)

Or you could switch the warheads from the chem and flamethrowers.

Subject: Re: Mod crashes every time I use a weapon
Posted by [Gen_Blacky](#) on Sun, 02 May 2010 20:34:44 GMT

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the ammo.ini and all the presets ect get execrated from the always.dat , always.dbs, and always2.dat when you first start a new mod package. You shouldn't have to do it manually. There must be another problem.

Subject: Re: Mod crashes every time I use a weapon
Posted by [greenirrad](#) on Tue, 04 May 2010 11:47:06 GMT

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Well, maybe you didn't understood me correctly. The game is fine when I fire my weapon at mid-air, or at the ground. It crashes only when I fire at a building, causing the 'bullet holes' to appear there. As soon as a 'bullet hole' appears, the game crashes.

It happens only with the chem warrior and flamethrower.

Subject: Re: Mod crashes every time I use a weapon
Posted by [Reaver11](#) on Tue, 04 May 2010 13:43:46 GMT

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Ok please just extract the armor.ini from you always2.dat and place it in your 'modpackage'-> Always -> INI

The standard level editor Armor.INI only contains the following warheads ->

Toggle Spoiler[Warhead_Types]

0=None

1=Steel

2=Steel_NoBuilding

3=Shrapnel

4=Explosive

5=Explosive_NoBuilding

6=Shell

7=Shell_NoBuilding

8=Flamethrower

9=TiberiumRaw

10=TiberiumBullet

11=TiberiumShrapnel

12=C4

13=Laser

14=Laser_NoBuilding

15=Repair

16=IonCannon

17=Nuke

18=Fire

19=Chem

20=Electric

21=Visceroid

22=Earth

23=RegenHealth

24=BlamoKiller

25=Death

26=Harmless

The flamethrower and chemsprayer were placed later on in always2.dat and if you get this bug it means your armor.ini is outdated.

The always2.dat warheads

Toggle Spoiler

[Warhead_Types]

0=None

1=Steel

2=Steel_NoBuilding

3=Shrapnel

4=Explosive

5=Explosive_NoBuilding

6=Shell

7=Shell_NoBuilding

8=Flamethrower

9=TiberiumRaw

10=TiberiumBullet
11=TiberiumShrapnel
12=C4
13=Laser
14=Laser_NoBuilding
15=Repair
16=IonCannon
17=Nuke
18=Fire
19=Chem
20=Electric
21=Visceroid
22=Earth
23=RegenHealth
24=BlamoKiller
25=Death
26=Harmless
27=CNC_Flamethrower
28=CNC_Chem

Now you find they have added the CNC_Flamethrower and the CNC_Chem warhead. By firing in the air you are not hitting anything thus no need for checking damage and what not.

Currently your game tries to use the warhead CNC_Chem and CNC_Flamethrower for the Flamethrower, Flame tank and Chemsprayer. These are defined at the weapons. Yet your game cant load these settings from the armor.ini because they arent there.

I have uploaded the correct version of armor.ini. Compare it with your old one and I bet you see a difference

You can just use this version for your mod.

File Attachments

1) [armor.ini](#), downloaded 98 times

Subject: Re: Mod crashes every time I use a weapon
Posted by [greenirrad](#) on Tue, 04 May 2010 15:12:39 GMT
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Whoa thanks! You rock!

Strange, I extracted the INI file out of my always2.dat and it didn't work... I also tried to download the INIs from a website, still no luck.

Thanks to you, I can finally step into the real fun and begin modding!

Subject: Re: Mod crashes every time I use a weapon
Posted by [Reaver11](#) on Tue, 04 May 2010 15:16:38 GMT
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Glad to see it works

Subject: Re: Mod crashes every time I use a weapon
Posted by [greenirrad](#) on Tue, 04 May 2010 15:30:49 GMT
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Also, now that I fixed it there is another problem. (Modding Renegade always annoyed me. Halo was easier.) What should I do to enable flying units at my map? I got the ramps, the 'includes', the 'flying includes', and the 'flying collision' made for my map.

Now how do I enable them at the PT?

Subject: Re: Mod crashes every time I use a weapon
Posted by [Reaver11](#) on Tue, 04 May 2010 20:17:20 GMT
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First make sure that you have the correct compatibilty settings on the LevelEdit.exe

Make sure that you have disabeled visual themes on the LevelEdit.exe

Then you can go into leveleditor.

- > Top of your screen 'Open Edit tab'
 - > Then goto 'Levelsettings'
 - > Mark the 'Allow Flying Vehicles' box
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