
Subject: falling thru the ground bug???

Posted by [Titan1x77](#) on Tue, 18 Mar 2003 01:36:48 GMT

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i tested my map online with 6 people and not 1 of us fell thru the ground.....my map go's up on the pits server and all of us are falling thru the ground including me.....whats up with this????

BTW the map is Prison_Camp_DM

Subject: falling thru the ground bug???

Posted by [Doitle](#) on Tue, 18 Mar 2003 04:26:15 GMT

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I coulda swore I heard something about this being caused by the FDS. I coulda also swore though that Codewench fixed that problem right before leaving... Hmm... I guess a more FDS savvy member will have to answer this quandry.

Subject: falling thru the ground bug???

Posted by [dead4ayear2](#) on Tue, 18 Mar 2003 05:16:25 GMT

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This also happens to me when I try to test any map on a LAN game.

Subject: falling thru the ground bug???

Posted by [Titan1x77](#) on Tue, 18 Mar 2003 06:27:53 GMT

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seems like this is a big problem then!!

Subject: falling thru the ground bug???

Posted by [Aircraftkiller](#) on Tue, 18 Mar 2003 09:13:04 GMT

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You didn't even make the map. It's level eight in the single player missions.

That's why. SP W3D files will not work in MP games. Try making your own map next time.

Subject: falling thru the ground bug???

Posted by [PiMuRho](#) on Tue, 18 Mar 2003 09:22:20 GMT

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AircraftkillerYou didn't even make the map. It's level eight in the single player missions.

That's why. SP W3D files will not work in MP games. Try making your own map next time.

What's the technical reason or that? Surely a map is a collection of textured meshes with various W3D-specific attributes. As long as you have the requisite multiplayer-specific settings and entities, I see no reason why it shouldn't work.

Subject: falling thru the ground bug???

Posted by [Aircraftkiller](#) on Tue, 18 Mar 2003 10:09:14 GMT

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It doesn't work unless you're hosting the game in a non-dedicated server. The same thing goes for certain elevators and other things of that nature that may only work with a non-dedicated server.

The problem resides in the FDS coding and will never be fixed. The solution is to make your own maps and not copy something Westwood did.

Subject: falling thru the ground bug???

Posted by [Cebt](#) on Tue, 18 Mar 2003 10:23:34 GMT

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hey back off ack maybe he just used it to learn how to make one right ok

Subject: falling thru the ground bug???

Posted by [Aircraftkiller](#) on Tue, 18 Mar 2003 10:46:32 GMT

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Shut the fuck up. You have no place in this discussion.

Subject: falling thru the ground bug???

Posted by [Titan1x77](#) on Tue, 18 Mar 2003 14:54:44 GMT

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oh please ACK,

"not copy westwood"

You've done DM's with the SP conyard and other's have used the HON DM's which are some of the best DM maps

I simply did the same thing....i used the prison....They give you the levels to edit dont they???

youve been doing this for how long?

Give me another 3-6 months and you'll be playing my maps on 1 player LAN,Cuz you won't play it online....cuz u can't admit you like any other map's besides your own.....Get Real,Stop being so self centered

"Shut the fuck up. You have no place in this discussion." :rolleyes:

Your 19 years old and you'll find out soon enough that you can't go around treating other people like this!!(maybe you just follow a dickhead persona online and offline your just some lonely geek that needs a real life freind or better yet go get a GF)

Renegade is meant to be fun and if u ask everyone who's played that map,They'd tell you it it makes for good gameplay.

You stick to making your nice looking map's and i'll continue to work on my fresh new ideas....only reason i made that map was becuz i searched thru all the levels looking at how some of the terrain was made....i figured hey it'd only take me a day or two to get this map done,why not give it a try and maybe the MP gameplay will turn out good.

I never claimed to make the map i just released a DM of a single player level read the readme...

Subject: falling thru the ground bug???

Posted by [Cebt](#) on Tue, 18 Mar 2003 15:00:56 GMT

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Quote:You stick to making your nice looking map's and i'll continue to work on my fresh new ideas his right stick to your stuff and we will stick to ours i bet that if you didnt use that much time insulting others you would get your maps done 10 times faster

Subject: falling thru the ground bug???

Posted by [Aircraftkiller](#) on Tue, 18 Mar 2003 19:37:06 GMT

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Titan1x77oh please ACK,
"not copy westwood"

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I never claimed to make the map i just released a DM of a single player level read the readme...

Alright cockbreath, next time you ask me for help I'm going to tell you to fuck off. Consider yourself warned.

Idiot.

Subject: Re: falling thru the ground bug???
Posted by [IceSentry](#) on Tue, 18 Mar 2003 20:01:15 GMT
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AircraftkillerAlright cockbreath, next time you ask me for help I'm going to tell you to fuck off. Consider yourself warned.

Idiot.

When is Crimson gonna do something about you.

Subject: Re: falling thru the ground bug???
Posted by [Sk8rRIMuk](#) on Tue, 18 Mar 2003 20:05:43 GMT
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IceSentryAircraftkillerAlright cockbreath, next time you ask me for help I'm going to tell you to fuck off. Consider yourself warned.

Idiot.

When is Crimson gonna do something about you.

I know he is getting kinda aragent I am starting to h8 him now .

-Sk8rRIMuk

Subject: falling thru the ground bug???

Posted by [Aircraftkiller](#) on Tue, 18 Mar 2003 20:08:11 GMT

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She should do something about you instead, considering your signature is highly offensive to a lot of people and you're making a death threat in it. :rolleyes:

Subject: falling thru the ground bug???

Posted by [IceSentry](#) on Tue, 18 Mar 2003 20:09:43 GMT

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AircraftkillerShe should do something about you instead, considering your signature is highly offensive to a lot of people and you're making a death threat in it. :rolleyes:

I will change it for you.

Subject: falling thru the ground bug???

Posted by [Titan1x77](#) on Tue, 18 Mar 2003 22:08:44 GMT

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you've never helped me anyways

Subject: falling thru the ground bug???

Posted by [Aircraftkiller](#) on Tue, 18 Mar 2003 22:20:59 GMT

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Yea, that's why I answered your questions before, kept patient when you started swearing at me to help you while I tried to play Renegade, and answered your question as to why the map you didn't make isn't working with the FDS.

I didn't help at all. :rolleyes:

Subject: falling thru the ground bug???

Posted by [Titan1x77](#) on Wed, 19 Mar 2003 01:25:12 GMT

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!st of all ive never swore at you

i might of been a lil bit presistant in getiting an answer from you,and i realized that it wasnt the time or place and i said sorry to bother you(after you swore at me).....i thought i was quite considerate.

And that was a problem with YOUR map(river raid)!

Once again I'll apoligizefor gettin on you for being rude to another member of this forum.

i was just poitning out how much of a jerk you can be sometimes....i wish you'd lighten up and be a bit more freindly,but thats your choice....If you want to remain a jerk then do so.

i watch my language used everywhere ,in my speech ,and my text...theres no need to use foul language on a forum or in a chat room

there was a topic about a team of mappers coming together to create a mod and someone replied"no mapper/modders get along"Thats a shame

although from my experiece everyones helped me and has tried to help with an execption of a few

I'd like to see Dante help me out a bit more with my script problems but he hasnt responded on this forum...im sure he's busy

You on the other hand are not busy and spend alot of your time flaming others on there posts.

We'll im off to learn more about boolean tool...if you'd like to help me out ACK reply with some knowledge at that topic in this forum

Subject: falling thru the ground bug???

Posted by [Halo38](#) on Wed, 19 Mar 2003 13:36:02 GMT

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Quote:there was a topic about a team of mappers coming together to create a mod and someone replied"no mapper/modders get along"Thats a shame

I'd like to do one with Deafwasp, I think we are at about the same level at mapping.
