Subject: Modding Trouble.
Posted by Brandon on Thu, 31 Aug 2006 04:50:34 GMT

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Ok, I'm trying to add AI bots and Nod Turrets and GDI Guard Towers and stuff to C&C_Islands.mix and some other common maps but the game keeps crashing.

I'm running NightRegulator with SSAOW 1.5 and the latest scripts.

I put the latest scripts in the scripts folder for LE and turned the objects.aow into objects.ddb and put it in the presets folder for LE. I opened C&C_Islands.lvl and modified it by adding a GDI Guard Tower and some building Klaxons in the GDI Infantry Barracks. I then saved and copied the objects.ddb, C&C_Islands.ldd, and the scripts and put them in my FDS/data folder for the server. (Note: I did change the objects.ddb back to objects.aow). I started the server but it just crashes players that join the server. The game fully loads and all but anyone who joins crashes.

I need some help. How can I properly set this up so that players can join my server and play normal maps they already have without having to download a new/modified one I make?