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 where paced lateron 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means your armor.ini is outdated.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 verion for your mod.

File Attachments
1) armor.ini, downloaded 89 times