Subject: LE Crash / Al Bots won't spawn Posted by Cpo64 on Thu, 08 Feb 2007 21:49:39 GMT

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These are two problems I have been having since I reinstalled everything.

- 1. Go to edit Level Settings in level edit, and it crashes. This happens in both the EA version and johnwil's version.
- 2. Al bots won't spawn, specifically soldiers, if I place the soldier directly or use a spawner, they just don't show up when I load the map to test it. Vehicles work fine however... I can't figure out whats wrong, I have tried temping them even...

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Oblivion165 on Thu, 08 Feb 2007 21:50:57 GMT

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Well for the first one disable visual themes for leveledit.exe

The second one I'm sure i could figure out, just send me something i can look at.

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Cpo64 on Thu, 08 Feb 2007 22:05:29 GMT

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Yay, fixed that annoying crash.

As for sending something.. I'm not really sure what to send. I'm not doing anything special, as far as I remember all you had to do was click the solider/spawner and then click "make"

I have looked at the tutorials, and they haven't told me anything I didn't already do. Its like I'm missing something all together.

If there is something specifically you want to see, let me know

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Oblivion165 on Thu, 08 Feb 2007 22:32:50 GMT

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http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=13

My tutorial there will explain everything for bot setup.

EDIT: I thought you were already following the steps, no need to send anything.

Subject: Re: LE Crash / Al Bots won't spawn Posted by Cpo64 on Thu, 08 Feb 2007 22:42:07 GMT

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Yes, that process I am aware of, I have done that, and they don't show up when I load the map.

Subject: Re: LE Crash / Al Bots won't spawn

Posted by inz on Thu, 08 Feb 2007 22:56:02 GMT

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i also have a problem like this, the multiplayer powerups EG: MP_Weapon_LaserRifle_Spawner doesn't show up at all ingame :/

i tryed the tutorial on renhelp. and it makes the server crash. now i gotter redo the map :/

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Oblivion165 on Thu, 08 Feb 2007 23:40:55 GMT

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Oh this is not serverside, this is standard renegade mapping/modding.

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Cpo64 on Thu, 08 Feb 2007 23:45:15 GMT

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Oblivion165 wrote on Thu, 08 February 2007 18:40Oh this is not serverside, this is standard renegade mapping/modding.

? Yes ?

Subject: Re: LE Crash / Al Bots won't spawn

Posted by zunnie on Fri, 09 Feb 2007 00:10:33 GMT

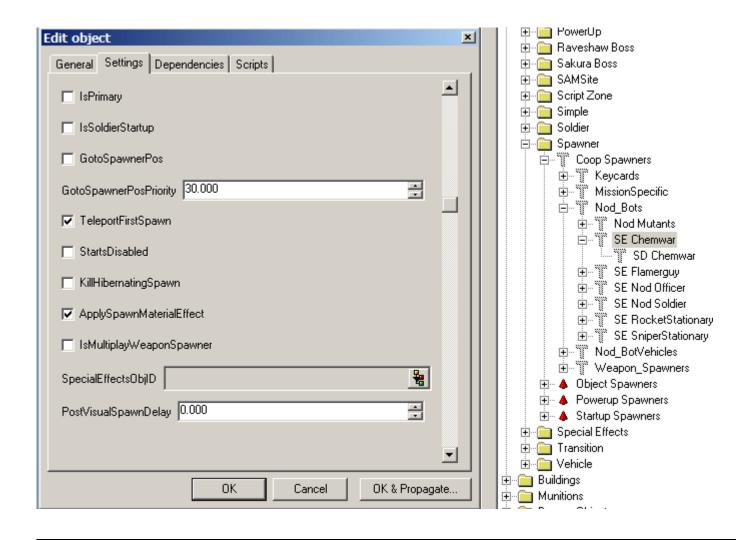
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Under the spawner settings for the bot only these two options must be checked (turned on):

TeleportFirstSpawn ApplySpawnMaterialEffect

File Attachments

1) aibotsspawnerstemped.gif, downloaded 169 times



Subject: Re: LE Crash / Al Bots won't spawn Posted by Cpo64 on Fri, 09 Feb 2007 01:07:59 GMT

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They are checked

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Veyrdite on Fri, 09 Feb 2007 05:53:19 GMT

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Same prob with me, but i have NEVER gotton bots to appear. Vehicles work though.

Subject: Re: LE Crash / AI Bots won't spawn Posted by jnz on Fri, 09 Feb 2007 07:48:09 GMT

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Subject: Re: LE Crash / Al Bots won't spawn Posted by inz on Fri, 09 Feb 2007 12:10:43 GMT

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does anyone know why this crashes the server? all did was a tmp a spawner, and add the sniper rifle:/

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Urimas on Fri, 09 Feb 2007 12:23:03 GMT

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i can its easy all you do is go to spawner->object spwaners and temp the "Object Spwaners" heres a picture to show what i mean

http://img154.imageshack.us/img154/334/spawnerig4.png then just add the soldier you want done!!!this works for me perfectly

Subject: Re: LE Crash / Al Bots won't spawn Posted by inz on Fri, 09 Feb 2007 12:50:08 GMT

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sorry im hijacking this:

dansp-47056-001.dsvr.co.uk/Stupid.avi

whats wrong?

Subject: Re: LE Crash / Al Bots won't spawn

Posted by Cpo64 on Fri, 09 Feb 2007 19:39:31 GMT

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huh.... worked that time >.>

Subject: Re: LE Crash / Al Bots won't spawn Posted by inz on Fri, 09 Feb 2007 20:57:50 GMT

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if you look, it makes the server crash. nvm anyway. all i had to do was copy the ddb over as well. thanks for telling me.

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