
Subject: Re: RenegadeTools2

Posted by [ghost](#) on Sat, 26 Aug 2006 01:07:03 GMT

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Sorry for the double post but my edit button does show up (javascript error).

Anyways im missing the "presets" folder. When I had a freind email me the files/folders I need and put it in. It all worked. only i receive that bloody error message and it closes.

This is after i plug in all the missing things. Notice how i now have the [+] and all is in place. Only i get this error.

This is from my editorslog.

Quote:Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

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Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Render Object Name Collision: AABOX.BOX

Render Object Name Collision: OBBOX.BOX

Render Object Name Collision: VECTOR.VECTOR

Render Object Name Collision: VECTOR

Render Object Name Collision: AXES

Render Object Name Collision: POINT

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolution

AOW\always\characters\f_hm_havoc.W3D

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolution

AOW\always\f_hm_havoc.W3D

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolution

AOW\characters\havoc\c_ag_havoc.W3D

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolution

AOW\characters\c_ag_havoc.W3D

```
Attempting to load: C:\Documents and
Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolution
AOW\characters\havoc\c_ag_havoc.W3D
Attempting to load: C:\Documents and
Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolution
AOW\characters\c_ag_havoc.W3D
Failed to create c_ag_havoc from characters\havoc\c_ag_havoc.w3d
*** FATAL ERROR : Failed to create model characters\havoc\c_ag_havoc.w3d
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek_Model() != NULL
```

I believe the problem is a .w3d missing.

File Attachments

1) [untitled.JPG](#), downloaded 329 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



LevelEdit MFC Application

LevelEdit MFC Application has encountered a problem and needs to close. We are sorry for the inconvenience.



If you were in the middle of something, the information you were working on might be lost.

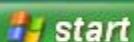
Please tell Microsoft about this problem.

We have created an error report that you can send to us. We will treat this report as confidential and anonymous.

To see what data this error report contains, [click here](#).

Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\Dave\always\f_hm_havoc.W3D
Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\Dave\characters\havoc\c_ag_havoc.W3D
Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\Dave\characters\c_ag_havoc.W3D

Camera (0.00,0.00,80.00)



LevelEdit

Renegade Public Foru...

mIRC - [#chbt's [3] [...

Level Edit

Presets



Add