
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 94 times

