
Subject: M00_Tutoriallvl problems

Posted by [Xpert](#) on Mon, 20 Aug 2007 17:07:45 GMT

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Any idea why I get this problem when trying to edit the MTU.lvl file.

The ground and other textures don't appear. Clicking walk-thru mode will only cause me to fall through the map.

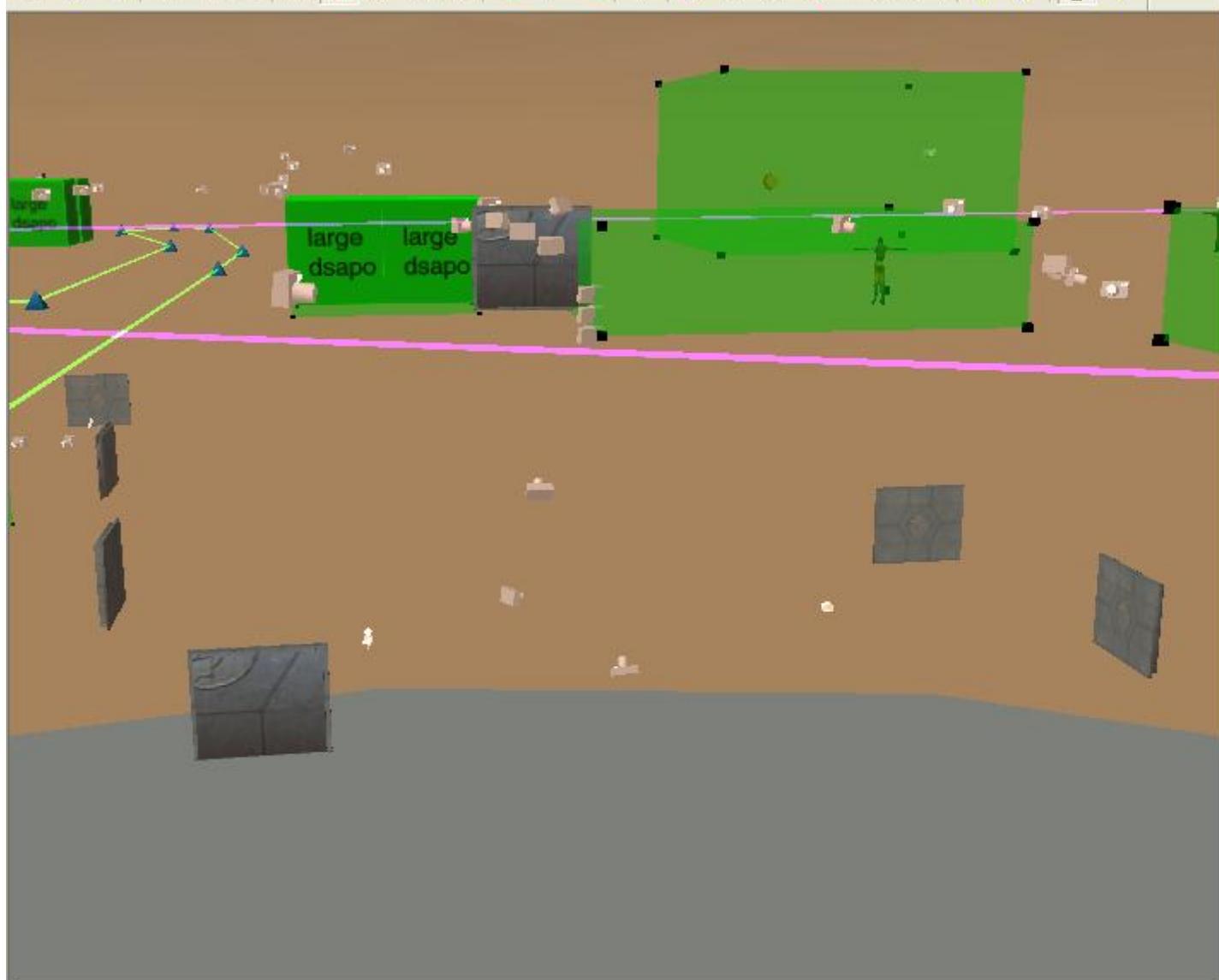
I didn't have this problem on my other PC.

File Attachments

1) [m00.JPG](#), downloaded 397 times

MTU - Commando Level Editor

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



Invalid texture size, scaling required. Texture: C:\Westwood\RENEGA~2\LEVELE~1\M00_Tutorial\tiles\doors\multiplay\gdfloor-gdi.tga, size: 223 x 256 -> 256 x 256
TimeManager::Update: warning, frame 1783 was slow (10864 ms)
TimeManager::Update: warning, frame 1792 was slow (4045 ms)

Camera (0.00,0.00,80.00)

