
Subject: Renegade editor

Posted by [Commando Burton](#) on Tue, 04 Dec 2007 04:15:22 GMT

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I have been going through a guide and I am at the part where you are using Renegade Editor and I loaded my map and I use the walk-thru thing and it crashes 1.

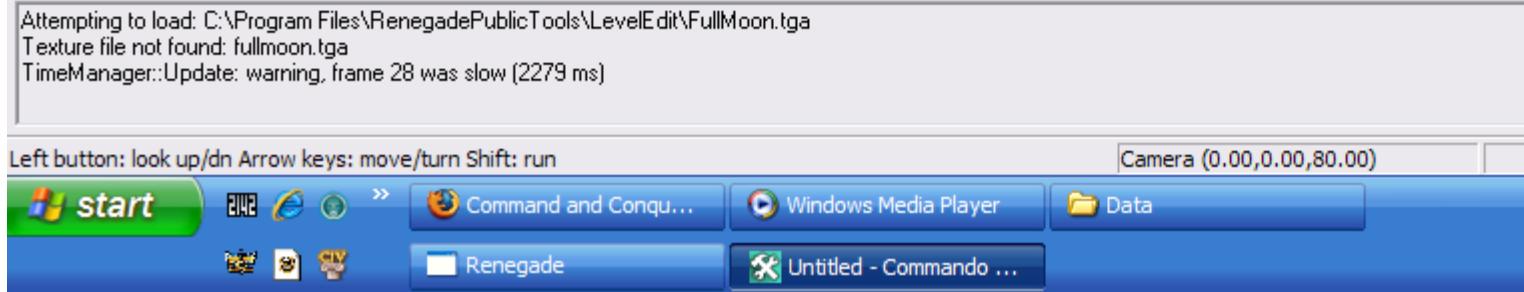
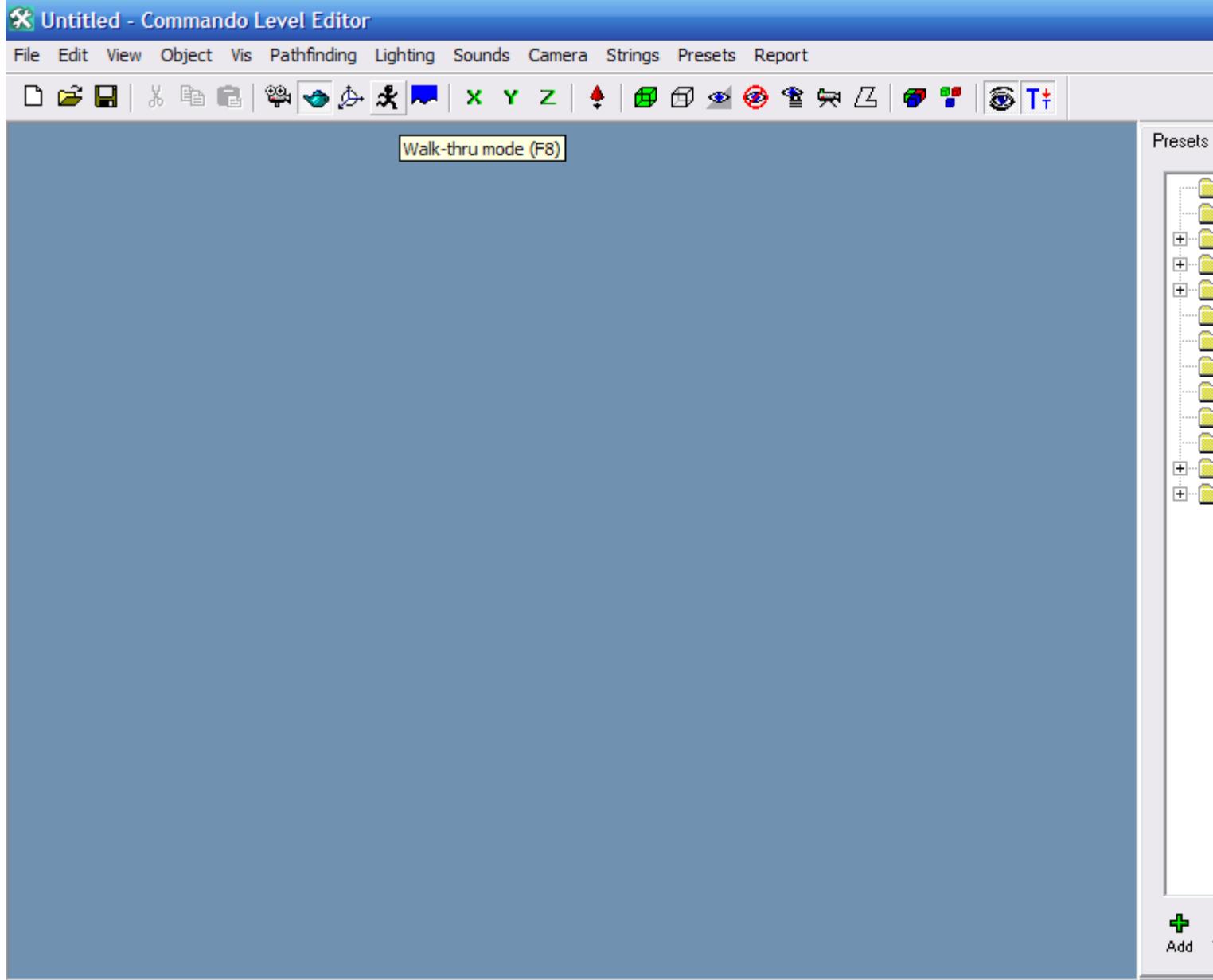
2.
3.
4.
5.

I just AM JUST STARTING.

I need help thank you.

File Attachments

1) [ScreenShot00096.png](#), downloaded 632 times



2) [ScreenShot00097.png](#), downloaded 640 times

Untitled - Commando Level Editor

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



Presets

File I/O Error



Unable to create database file.

Path:C:\Program Files\RenegadePublicTools\LevelEdit\Hell beginner\Presets\temps20.ddb

Error Code:3

OK

Texture file not found: fullmoon.tga
TimeManager::Update: warning, frame 18 was slow (21931 ms)
TimeManager::Update: warning, frame 19 was slow (9465 ms)

Ready

Camera (0.00,0.00,80.00)

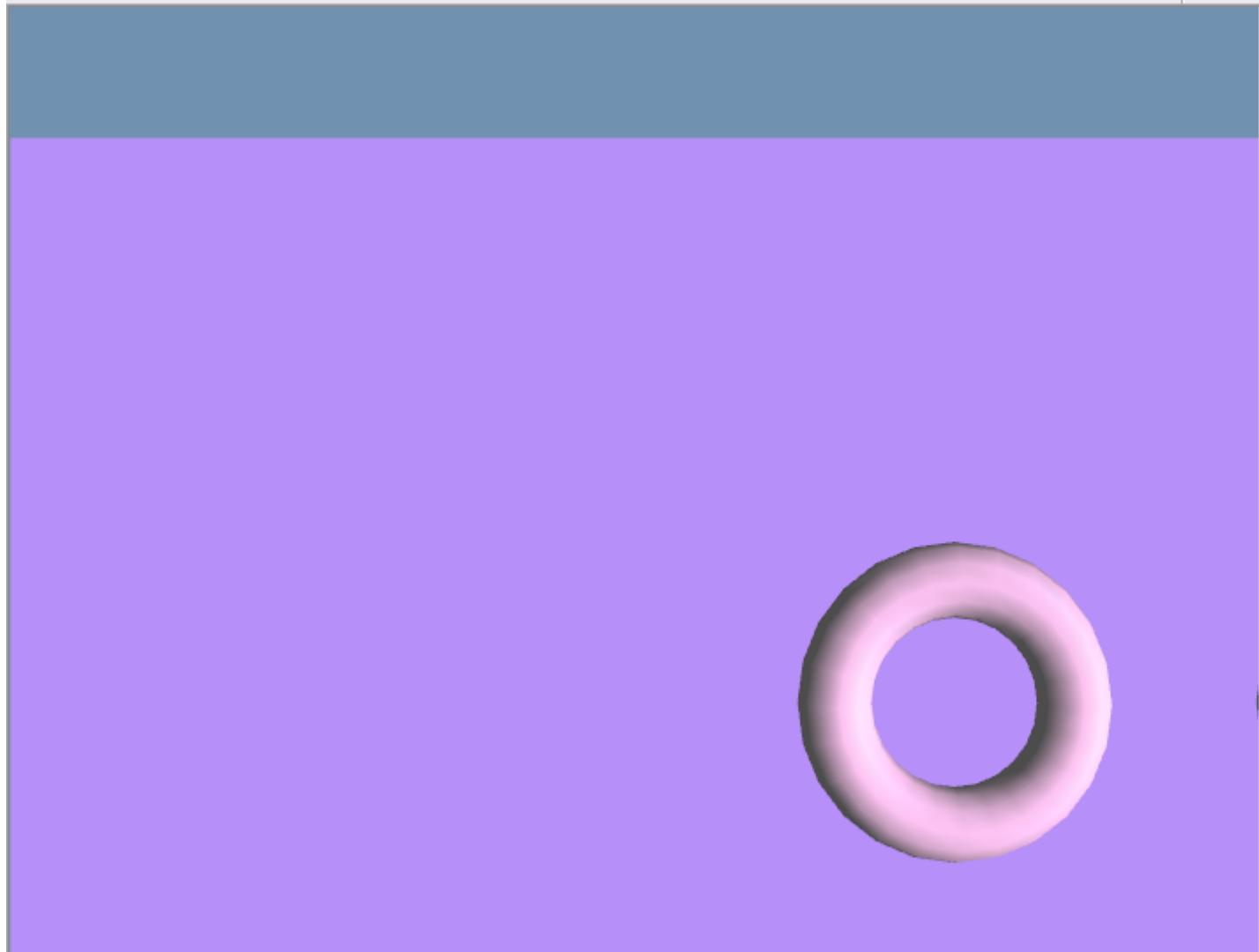
Frame



3) [ScreenShot00098.png](#), downloaded 626 times

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```
TimeManager::Update: warning, frame 26 was slow (12691 ms)
Attempting to load: c:\gmax\gamepacks\westwood\renx\asd.W3D
TimeManager::Update: warning, frame 32 was slow (15060 ms)
```

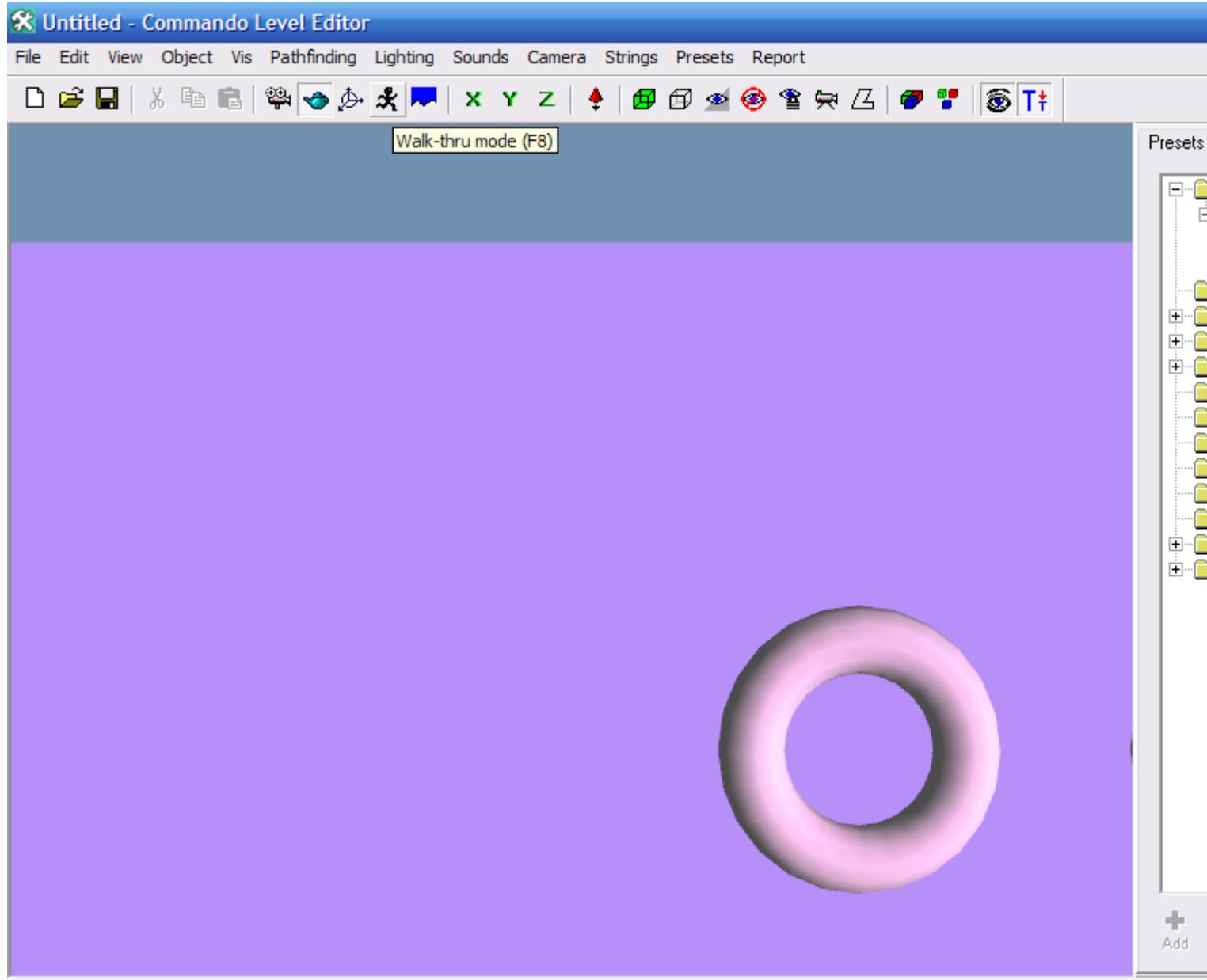
Ready

Camera (0.00,0.00,80.00)

Frame



4) [ScreenShot00099.png](#), downloaded 624 times



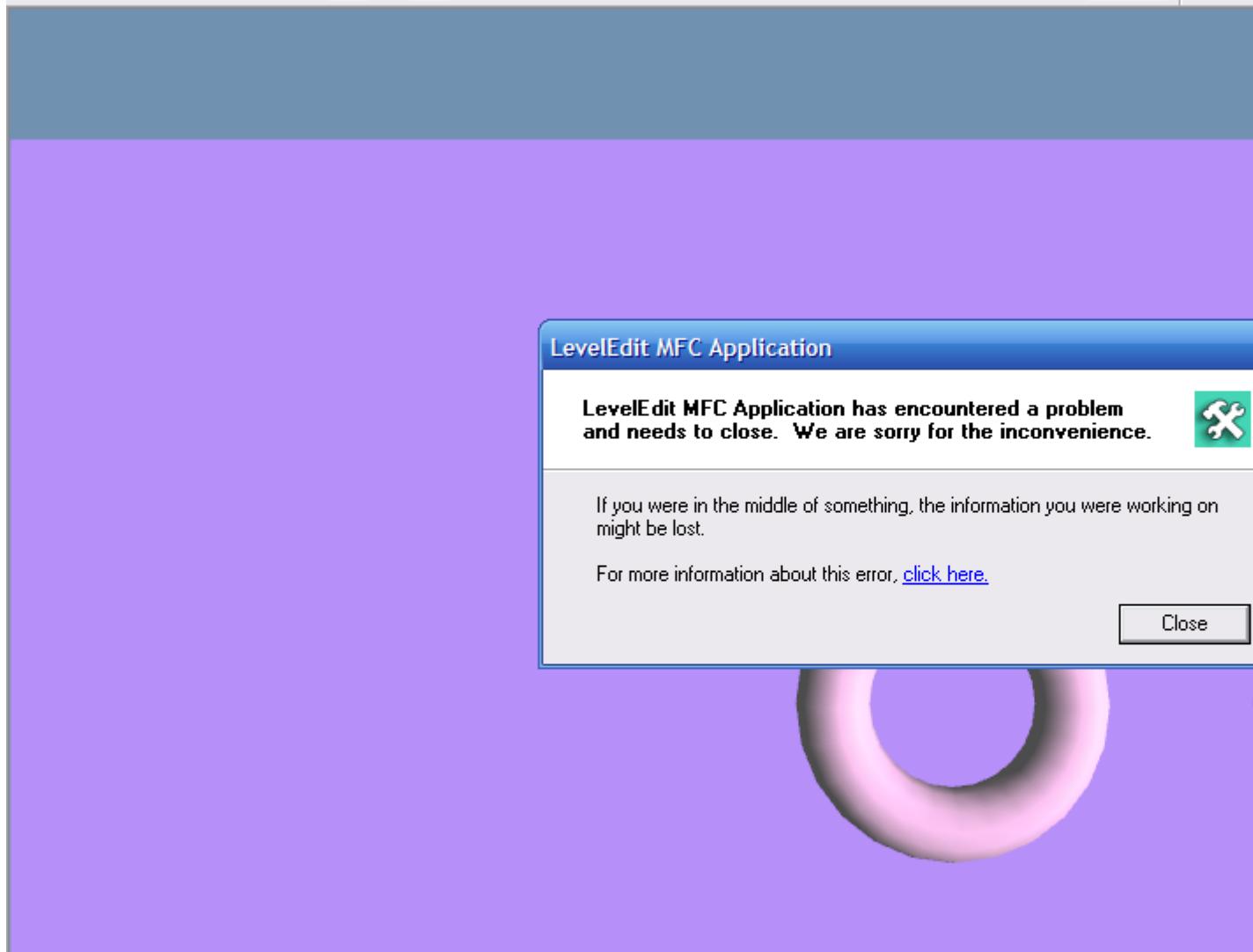
```
TimeManager::Update: warning, frame 32 was slow (15060 ms)
TimeManager::Update: warning, frame 218 was slow (4297 ms)
TimeManager::Update: warning, frame 225 was slow (2356 ms)
```



5) [ScreenShot00100.png](#), downloaded 622 times

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



Presets



```
TimeManager::Update: warning, frame 218 was slow (4297 ms)
TimeManager::Update: warning, frame 225 was slow (2356 ms)
TimeManager::Update: warning, frame 230 was slow (3268 ms)
```

Ready

Camera (0.00,0.00,80.00)

Frame

