
Subject: Renegade Level Editor
Posted by [AngelFaN](#) on Mon, 28 Jul 2008 07:30:46 GMT
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How do you use it I put in a map name "C&C_Complex.mix"
and try loading it and i get this..
A blue screen and it says this.

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"
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"
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
DefinitionMgrClass::Find_Typed_Definition () failed due to a NULL DefinitionHash. Commando
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\EditorCache\METER.TGA
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\EditorCache\TA_CEMENT.TG A
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\EditorCache\TA_FRONT.TGA
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\EditorCache\TA_DUMMY.TGA
WARNING: Unable to fog shader in POINTLIGHT with given blending mode.
Render Object Name Collision: POINTLIGHT
Obsolete deform chunk encountered in mesh: .BODYBOX
Obsolete deform chunk encountered in mesh: .CAMERA
Obsolete deform chunk encountered in mesh: .GRID
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01
Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\FullMoon.tga

Texture file not found: fullmoon.tga

TimeManager::Update: warning, frame 15 was slow (6987 ms)
