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Subject: LevelEdit has suddenly stopped working  
Posted by [Darknes2](#) on Sun, 19 Oct 2008 21:36:53 GMT  
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well i got forst decade but it had been acting up before that, i DID do the first decade fix  
uhmm what can i say? it loads halfway complains bout a model and then shuts down with the  
error thing :/ iv never had this problem before please help!

here's some screenshots of what it looks like

heres the editor log of it

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

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\always\characters\fm\_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\always\fm\_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\characters\havoc\c\_ag\_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\characters\c\_ag\_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\characters\havoc\c\_ag\_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\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  
e deform chunk encountered in mesh: .DUMMY

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