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Subject: glitches glitches glitches

Posted by [Stallion](#) on Thu, 09 Jul 2009 10:18:51 GMT

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Ok, here's the list:

colors are messed up (I get westwood logo's all in many places)  
harvester doesn't move (neither one)  
water doesn't show up

(Please excuse the extremely wide screen, I use dual monitors )

This happens even if all I do is open the file and save it, so it has to be either my method of install messed things up (I've reinstalled both), my options that I've selected (i.e. shaders etc. (but what about the harvy?)), my method of saving (I followed the instructions: <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=26>, or could it be the scripts somehow? (I'm running scripts 3.44 (on renegade and in level editor) and cp2. I have all the options checked (i.e. shaders etc.). If anyone knows why any of this would happen, please let me know how to fix it.

maybe this will help:

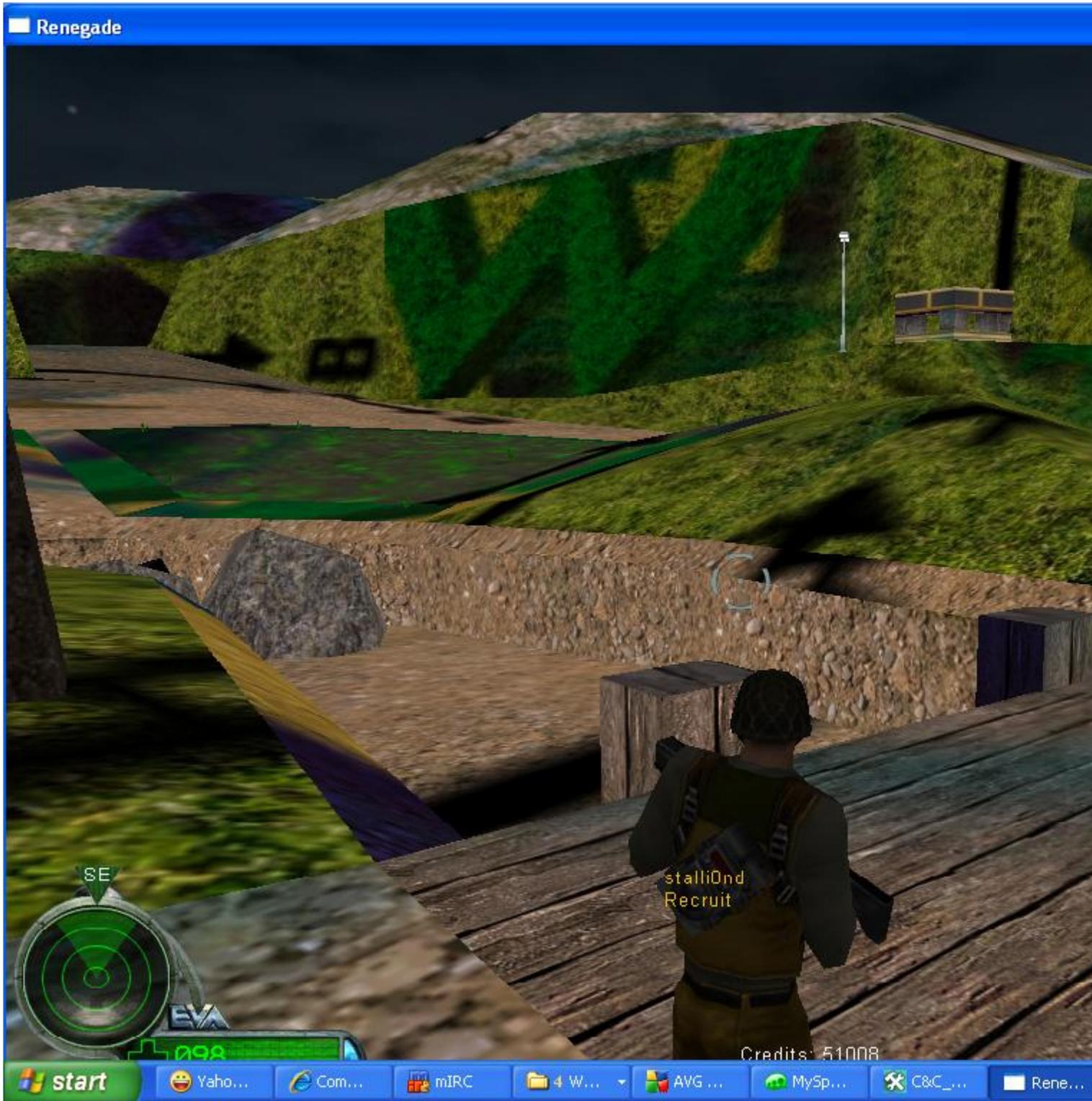
Unable to split node! objcount = 4. (82.42,-21.97,1.13)  
Unable to split node! objcount = 5. (32.67,-11.79,1.54)  
Unable to split node! objcount = 4. (20.47,-13.17,1.13)  
Unable to split node! objcount = 6. (81.52,-57.40,3.51)  
Unable to split node! objcount = 4. (84.55,-67.96,3.02)  
Unable to split node! objcount = 4. (75.40,-69.55,3.36)  
Unable to split node! objcount = 4. (71.05,-70.32,3.67)  
Unable to split node! objcount = 4. (72.59,-70.87,2.29)  
Unable to split node! objcount = 4. (72.51,-75.02,0.69)  
Unable to split node! objcount = 6. (63.21,-70.68,3.74)  
Unable to split node! objcount = 4. (63.40,-70.97,1.13)  
Unable to split node! objcount = 4. (26.16,-62.00,5.67)  
Unable to split node! objcount = 3. (26.49,-60.24,1.22)  
Unable to split node! objcount = 4. (-14.45,51.72,9.32)  
Unable to split node! objcount = 3. (-20.14,32.70,1.54)  
Unable to split node! objcount = 15. (-32.87,70.32,5.08)  
Unable to split node! objcount = 4. (-29.27,63.95,0.67)  
Unable to split node! objcount = 3. (-84.25,52.48,1.37)  
Unable to split node! objcount = 3. (-82.22,43.10,6.08)  
Unable to split node! objcount = 5. (-89.34,42.59,5.97)  
Unable to split node! objcount = 3. (-80.24,-80.62,-5.38)  
Unable to split node! objcount = 3. (-112.76,-71.66,-11.93)  
Unable to split node! objcount = 3. (-130.35,-110.47,-15.65)

Level load took 36 seconds  
TimeManager::Update: warning, frame 41 was slow (37791 ms)  
Attempting to load: C:\Program  
Files\RenegadePublicTools\LevelEdit\C&C\_Field\always\power-ups\cc crate\FullMoon.tga  
Attempting to load: C:\Program  
Files\RenegadePublicTools\LevelEdit\C&C\_Field\always\power-ups\FullMoon.tga  
Targa: Failed to open file "mp\_field+\15.tga"  
Targa: Failed to open file "mp\_field+\14.tga"  
Targa: Failed to open file "mp\_field+\30.tga"  
Targa: Failed to open file "mp\_field+\31.tga"  
Targa: Failed to open file "mp\_field+\5.tga"  
Targa: Failed to open file "mp\_field+\3.tga"  
Targa: Failed to open file "mp\_field+\4.tga"  
Targa: Failed to open file "mp\_field+\37.tga"  
Targa: Failed to open file "mp\_field+\36.tga"  
Targa: Failed to open file "mp\_field+\35.tga"  
Targa: Failed to open file "mp\_field+\33.tga"  
Targa: Failed to open file "mp\_field+\34.tga"  
Targa: Failed to open file "mp\_field+\16.tga"  
Targa: Failed to open file "mp\_field+\13.tga"  
Targa: Failed to open file "mp\_field+\29.tga"  
Targa: Failed to open file "mp\_field+\32.tga"  
Targa: Failed to open file "mp\_field+\9.tga"  
Targa: Failed to open file "mp\_field+\10.tga"  
Invalid TGA format used in C:\Program  
Files\RenegadePublicTools\LevelEdit\C&C\_Field\tiles\building aggregates - multiplayer\mp - hand  
of nod\MCT\_con-ref-hnd.tga - only 24 and 32 bit formats should be used!  
Invalid TGA format used in C:\Program  
Files\RenegadePublicTools\LevelEdit\C&C\_Field\tiles\building aggregates - multiplayer\mp - gdi  
advanced guard tower\agd\_pct\_master.tga - only 24 and 32 bit formats should be used!  
Invalid TGA format used in C:\Program  
Files\RenegadePublicTools\LevelEdit\C&C\_Field\tiles\building aggregates - multiplayer\mp - nod  
refinery\ply-gradient.tga - only 24 and 32 bit formats should be used!  
Targa: Failed to open file "mp\_field+\7.tga"  
Targa: Failed to open file "mp\_field+\8.tga"  
Targa: Failed to open file "mp\_field+\2.tga"  
Targa: Failed to open file "mp\_field+\0.tga"  
Targa: Failed to open file "mp\_field+\1.tga"  
Targa: Failed to open file "mp\_field+\6.tga"

These are the loading messages from level editor. The file was straight from the downloaded .lvl  
pack.

## File Attachments

1) [glitch.JPG](#), downloaded 799 times



2) [glitch 2.JPG](#), downloaded 789 times

