Subject: Re: HELP!!! level editor glitch
Posted by Stallion on Thu, 09 Jul 2009 12:01:07 GMT
View Forum Message <> Reply to Message

That didn't work.

Any chance this has something to do with the scripts?

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 - multiplay\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 - multiplay\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 - multiplay\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.