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Subject: Leveledit

Posted by [Fr3EdOm](#) on Tue, 21 Jul 2009 21:20:00 GMT

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Hey guys, just wondering if any of you have had the same problem as my friends of WGC, i know i had this problem long ago but forgot how to fix it, it is when there are no presets basically when u install leveledit. No terrain, no objects, no nothing. ill show you the post.

Here is my friends post.

i have a problem, the preset tree does not have any terrain

PLEASE VIEW THE PICURE RIGHT HERE =

<http://i891.photobucket.com/albums/ac118/Trompeten/Wittebolx%20related%20stuff/MpEditor.jpg?t=1247855110>

it always says this:

Spoiler:

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:\Programme\RenegadePublicTools\LevelEdit\New\EditorCache\METER.TGA

Attempting to load:

C:\Programme\RenegadePublicTools\LevelEdit\New\EditorCache\TA\_CEMENT.TGA

Attempting to load:

C:\Programme\RenegadePublicTools\LevelEdit\New\EditorCache\TA\_FRONT.TGA

Attempting to load:

C:\Programme\RenegadePublicTools\LevelEdit\New\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:\Programme\RenegadePublicTools\LevelEdit\New\FullMoon.tga  
Attempting to load: C:\Programme\RenegadePublicTools\LevelEdit\FullMoon.tga  
Texture file not found: fullmoon.tga

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