
Subject: Re: Making own MOD

Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 20:41:06 GMT

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Jerad Gray wrote on Mon, 06 December 2010 13:17

Some of the terrain assets are dummies that don't attach to visible terrain anymore, chances are there are two different sets of level 9's terrain, one of which has no visible terrain. If you can find the other one in the assets and place that you should be good to go.

I've been searching for this inside the always.dat with the XCC program, but I haven't been able to find it... I have exported all the files from Always.dat to my own Level Edit files, but even after exporting all these files he can't load it... He can't even load any of the levels, even not the Multiplayer ones.

Jerad Gray wrote on Mon, 06 December 2010 13:17 After the patch some of the model's had their 3D models changed, and although the presets reflect this, Level editor isn't smart enough to access always2.dat. Because of this level editor crashes when you place a model that it is unable to access the 3D model of.

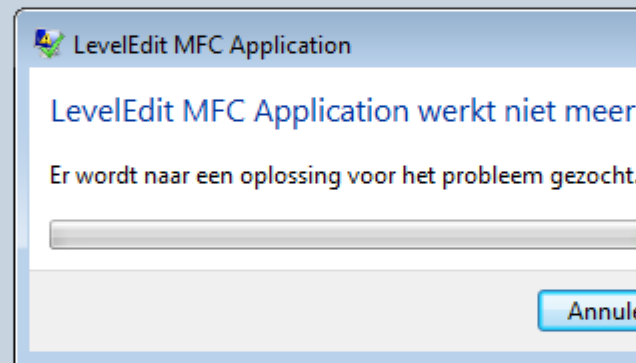
How can I add them then? When I try to, this happens:

The Character which I'm trying to load exists. It is in the Always file. But still it won't load the W3D file, because then this error occurs again...

Maybe you know how to solve these problems, if you don't, thanks for trying

File Attachments

1) [error.png](#), downloaded 309 times



Render Object Name Collision: C_AG_NOD_EN.K_HEAD

Render Object Name Collision: C_AG_NOD_EN

Attempting to load: C:\Program Files\Alienate\LevelEdit\ALWAYS\c_ag_alien_general.W3D

This folder exists and has c_ag_alien_general.W3D