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Subject: I need help with Level Edit

Posted by [zeratul2400](#) on Sun, 14 Sep 2003 17:10:09 GMT

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General HavocPost the contents of the file Editorlog.txt here on this forum. Delete Editorlog.txt Run the editor and make the interior. Let leveledit.exe crash then open up Editorlog.txt and post what it says here.

just before I Delete Editorlog.txt

Resetting device.

Device reset completed

Resetting device.

Device reset completed

Resetting device.

Device reset completed

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: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_wrist.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_wrist.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_hands.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_hands.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\F\_SKELETON.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\F\_SKELETON.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L3.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L3.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\c\_havoc.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\c\_havoc.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L2.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op

2\characters\C\_HAVOC\_L2.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_wide.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_wide.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\METER.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_CEMENT.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_FRONT.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\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:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\FullMoon.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\FullMoon.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\lt01.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal02.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_shaft.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_ceiling.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gd\_metl.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\19\_Crate\_side2.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cable.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cmnt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_block.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\Hpad\_bolt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\WP\_wall01.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gdi\_con.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\qht-door.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D  
Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02

Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02  
Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
Render Object Name Collision: CON YARD.MGCON#LT05  
Render Object Name Collision: CON YARD.MGCON#LT04  
Render Object Name Collision: CON YARD.MGCON#LT03  
Render Object Name Collision: CON YARD.MGCON#LT02  
Render Object Name Collision: CON YARD.MGCON#LT01  
Render Object Name Collision: CON YARD.MGCON#LT  
Render Object Name Collision: CON YARD.MGCON#000  
Render Object Name Collision: CON YARD.MGCON#020  
Render Object Name Collision: CON YARD.MGCON#019  
Render Object Name Collision: CON YARD.MGCON#018  
Render Object Name Collision: CON YARD.MGCON#017  
Render Object Name Collision: CON YARD.MGCON#016  
Render Object Name Collision: CON YARD.MGCON#015  
Render Object Name Collision: CON YARD.MGCON#014  
Render Object Name Collision: CON YARD.MGCON#013  
Render Object Name Collision: CON YARD.MGCON#012  
Render Object Name Collision: CON YARD.MGCON#010  
Render Object Name Collision: CON YARD.MGCON#009  
Render Object Name Collision: CON YARD.MGCON#008  
Render Object Name Collision: CON YARD.MGCON#007  
Render Object Name Collision: CON YARD.MGCON#006  
Render Object Name Collision: CON YARD.MGCON#005  
Render Object Name Collision: CON YARD.MGCON#004  
Render Object Name Collision: CON YARD.MGCON#003  
Render Object Name Collision: CON YARD.MGCON#002  
Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D  
Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02

Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
Render Object Name Collision: CON YARD.MGCON#LT05  
Render Object Name Collision: CON YARD.MGCON#LT04  
Render Object Name Collision: CON YARD.MGCON#LT03  
Render Object Name Collision: CON YARD.MGCON#LT02  
Render Object Name Collision: CON YARD.MGCON#LT01  
Render Object Name Collision: CON YARD.MGCON#LT  
Render Object Name Collision: CON YARD.MGCON#000  
Render Object Name Collision: CON YARD.MGCON#020  
Render Object Name Collision: CON YARD.MGCON#019  
Render Object Name Collision: CON YARD.MGCON#018  
Render Object Name Collision: CON YARD.MGCON#017  
Render Object Name Collision: CON YARD.MGCON#016  
Render Object Name Collision: CON YARD.MGCON#015  
Render Object Name Collision: CON YARD.MGCON#014  
Render Object Name Collision: CON YARD.MGCON#013  
Render Object Name Collision: CON YARD.MGCON#012  
Render Object Name Collision: CON YARD.MGCON#010  
Render Object Name Collision: CON YARD.MGCON#009  
Render Object Name Collision: CON YARD.MGCON#008  
Render Object Name Collision: CON YARD.MGCON#007  
Render Object Name Collision: CON YARD.MGCON#006  
Render Object Name Collision: CON YARD.MGCON#005  
Render Object Name Collision: CON YARD.MGCON#004  
Render Object Name Collision: CON YARD.MGCON#003  
Render Object Name Collision: CON YARD.MGCON#002  
Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD  
Failed to create con yard int from levels\con yard int.w3d  
\*\*\* FATAL ERROR : Failed to create model levels\con yard int.w3d  
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek\_Model() != NULL

When I re-Lunch Level Edit and I delete Editorlog.txt (building interior ADD)

Resetting device.

Device reset completed

Resetting device.

Device reset completed

Resetting device.

Device reset completed

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: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_wrist.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_wrist.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_hands.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_hands.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\F\_SKELETON.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\F\_SKELETON.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L3.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L3.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\c\_havoc.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\c\_havoc.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L2.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L2.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_wide.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_wide.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\METER.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_CEMENT.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_FRONT.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\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:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\FullMoon.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\FullMoon.tga  
TimeManager::Update: warning, frame 12 was slow (2651 ms)  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\lt01.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal02.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_shaft.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_ceiling.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gd\_metl.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op

2\levels\19\_Crate\_side2.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cable.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cmnt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_block.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\Hpad\_bolt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\WP\_wall01.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gdi\_con.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\qht-door.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D  
Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02  
Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
Render Object Name Collision: CON YARD.MGCON#LT05  
Render Object Name Collision: CON YARD.MGCON#LT04  
Render Object Name Collision: CON YARD.MGCON#LT03  
Render Object Name Collision: CON YARD.MGCON#LT02  
Render Object Name Collision: CON YARD.MGCON#LT01  
Render Object Name Collision: CON YARD.MGCON#LT  
Render Object Name Collision: CON YARD.MGCON#000  
Render Object Name Collision: CON YARD.MGCON#020  
Render Object Name Collision: CON YARD.MGCON#019  
Render Object Name Collision: CON YARD.MGCON#018  
Render Object Name Collision: CON YARD.MGCON#017  
Render Object Name Collision: CON YARD.MGCON#016  
Render Object Name Collision: CON YARD.MGCON#015  
Render Object Name Collision: CON YARD.MGCON#014  
Render Object Name Collision: CON YARD.MGCON#013  
Render Object Name Collision: CON YARD.MGCON#012



Render Object Name Collision: CON YARD.MGCON#010  
Render Object Name Collision: CON YARD.MGCON#009  
Render Object Name Collision: CON YARD.MGCON#008  
Render Object Name Collision: CON YARD.MGCON#007  
Render Object Name Collision: CON YARD.MGCON#006  
Render Object Name Collision: CON YARD.MGCON#005  
Render Object Name Collision: CON YARD.MGCON#004  
Render Object Name Collision: CON YARD.MGCON#003  
Render Object Name Collision: CON YARD.MGCON#002  
Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D

Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02  
Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
Render Object Name Collision: CON YARD.MGCON#LT05  
Render Object Name Collision: CON YARD.MGCON#LT04  
Render Object Name Collision: CON YARD.MGCON#LT03  
Render Object Name Collision: CON YARD.MGCON#LT02  
Render Object Name Collision: CON YARD.MGCON#LT01  
Render Object Name Collision: CON YARD.MGCON#LT  
Render Object Name Collision: CON YARD.MGCON#000  
Render Object Name Collision: CON YARD.MGCON#020  
Render Object Name Collision: CON YARD.MGCON#019  
Render Object Name Collision: CON YARD.MGCON#018  
Render Object Name Collision: CON YARD.MGCON#017  
Render Object Name Collision: CON YARD.MGCON#016  
Render Object Name Collision: CON YARD.MGCON#015  
Render Object Name Collision: CON YARD.MGCON#014  
Render Object Name Collision: CON YARD.MGCON#013  
Render Object Name Collision: CON YARD.MGCON#012  
Render Object Name Collision: CON YARD.MGCON#010  
Render Object Name Collision: CON YARD.MGCON#009  
Render Object Name Collision: CON YARD.MGCON#008  
Render Object Name Collision: CON YARD.MGCON#007

Render Object Name Collision: CON YARD.MGCON#006  
Render Object Name Collision: CON YARD.MGCON#005  
Render Object Name Collision: CON YARD.MGCON#004  
Render Object Name Collision: CON YARD.MGCON#003  
Render Object Name Collision: CON YARD.MGCON#002  
Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD  
Failed to create con yard int from levels\con yard int.w3d  
\*\*\* FATAL ERROR : Failed to create model levels\con yard int.w3d  
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek\_Model() != NULL

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