Subject: Level won't load into Level Edit..
Posted by Anonymous on Sat, 11 Jan 2003 20:52:00 GMT
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Ok, I made a terrain in RenX, selected the right Collision Options, and exported it as a Renegade Terrain into a new mod folder in Level Edit. The problem is, is after I add the preset for it, .w3d and all, I click make and nothing happens. What did I do wrong?

Subject: Level won't load into Level Edit..
Posted by Anonymous on Sat, 11 Jan 2003 21:24:00 GMT
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there is somthing you're doling wrong but I can't remember. You gotta put it in the right folder. You have to like choose new in the editor, then exit, then go to the folder that you just created, than go to levels, then export there. I had this same problem. but now, my problem is that my maps wont show up in renegade.

Subject: Level won't load into Level Edit..
Posted by Anonymous on Sat, 11 Jan 2003 21:48:00 GMT
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Any errors at the bottom?

Subject: Level won't load into Level Edit..
Posted by Anonymous on Sun, 12 Jan 2003 11:31:00 GMT
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It usually says "frame slow". I have the .w3d file in a new mod folder too.

Subject: Level won't load into Level Edit..
Posted by Anonymous on Sun, 12 Jan 2003 13:01:00 GMT
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I had the same problem to.When you add your terrain you must give it a name.Don't use more than 15 characters.Hope this will work.

Subject: Level won't load into Level Edit..
Posted by Anonymous on Sun, 12 Jan 2003 13:08:00 GMT
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ok, I got it. I found out that my terrain was invisible. Thanks for the help!

Subject: Level won't load into Level Edit..
Posted by Anonymous on Sun, 12 Jan 2003 14:05:00 GMT
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I'm having a similar problem. My building is NOT invisible, there are no error's reported at the bottom, it just processes the meshes then nothing happens

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Subject: Level won't load into Level Edit..
Posted by Anonymous on Mon, 13 Jan 2003 07:41:00 GMT
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A problem might be, that your W3D filename is longer than 15 chareacters!!

Subject: Level won't load into Level Edit..
Posted by Anonymous on Mon, 13 Jan 2003 11:05:00 GMT
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quote:Originally posted by killakanz:I'm having a similar problem. My building is NOT invisible, there are no error's reported at the bottom, it just processes the meshes then nothing happensI got the exact problem!   And the map name is not longer than 15 characters.I tried many times, and finally i gave up...

Subject: Level won't load into Level Edit..
Posted by Anonymous on Mon, 13 Jan 2003 13:50:00 GMT
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I guess the problem kinda fixed itself, the original name was 10 characters, I changed it to an 8 letter name and it worked....

Subject: Level won't load into Level Edit..
Posted by Anonymous on Mon, 13 Jan 2003 20:53:00 GMT
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there is also a problem that i have encountered on big maps it occured when i made a map bigger than 900X600

Subject: Level won't load into Level Edit..
Posted by Anonymous on Tue, 14 Jan 2003 05:11:00 GMT
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the only prolem I get with maps that big is running out of system memory while generating VIS.