
Subject: Level Edit

Posted by [CdCyBoRg](#) on Fri, 15 Jun 2007 17:25:03 GMT

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I have installed Renegade Tools, then Gmax. When i open Level Edit, there is no terrains or objects Etc. on there, Why is this? Thanks In Advance.

Subject: Re: Level Edit

Posted by [IronWarrior](#) on Fri, 15 Jun 2007 17:27:29 GMT

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CdCyBoRg wrote on Fri, 15 June 2007 12:25I have installed Renegade Tools, then Gmax. When i open Level Edit, there is no terrains or objects Etc. on there, Why is this? Thanks In Advance.

You have to crate the objects or use one of .lvl files and open them.

These are links to download the .lvl files.

<http://www.game-maps.net/index.php?action=file&id=725>

<http://www.game-maps.net/index.php?action=file&id=522>

<http://www.game-maps.net/index.php?action=category&id=91>

Subject: Re: Level Edit

Posted by [CdCyBoRg](#) on Fri, 15 Jun 2007 17:35:12 GMT

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but when i downloaded it a while ago, it had all the terrains Etc. already on it? When i try to open a level edit file, it says there is no Presets, which there is none at all is what mean*

Subject: Re: Level Edit

Posted by [zunnie](#) on Fri, 15 Jun 2007 17:36:05 GMT

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Check if the registry key
HKEY_LOCAL_MACHINE\Software\Westwood\Renegade\
exists and that the string "InstallPath" has the path to where
renegade.exe is located.

Subject: Re: Level Edit

Posted by [CdCyBoRg](#) on Fri, 15 Jun 2007 17:38:47 GMT

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yes, the registry is correct, do i download the preests seperately?

Subject: Re: Level Edit

Posted by [zunnie](#) on Fri, 15 Jun 2007 17:39:52 GMT

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CdCyBoRg wrote on Fri, 15 June 2007 13:38yes, the registry is correct, do i download the preests seperately?

No, it should create them automatically whenever you create a new mod O_o (in ledir\moddir\presets)

Subject: Re: Level Edit

Posted by [CdCyBoRg](#) on Fri, 15 Jun 2007 17:43:52 GMT

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When i make a mod, it dont make any presets, it only makes 2 folders in the dir.

LEdir/Test/EditorCache

and

LEdir/Test/Levels

Levels is empty.

Everytime i close level edit, this error message pops up if this has anything to do with it.

"The Instruction at "0x110669e8" refrenced memory at "0x00000008". The memory could not be "read".

??

Subject: Re: Level Edit

Posted by [Brandon](#) on Fri, 15 Jun 2007 17:52:00 GMT

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First of all, do you have full Admin access on your computer? Secondly, is your Renegade up to date? The preset library feeds off of always2.dat (I've learned that if you don't have always2.dat then your preset tree is empty).

Subject: Re: Level Edit
Posted by [HORQWER](#) on Fri, 15 Jun 2007 17:56:17 GMT
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ithat was happening to me to
if u have command and conquer the first decade there is a way to fix it
it is here

Subject: Re: Level Edit
Posted by [CdCyBoRg](#) on Fri, 15 Jun 2007 17:58:01 GMT
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yes i do have 1st decade, will look now, tnx

Subject: Re: Level Edit
Posted by [HORQWER](#) on Fri, 15 Jun 2007 18:07:03 GMT
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no problem

Subject: Re: Level Edit
Posted by [npadul30](#) on Fri, 15 Jun 2007 18:55:42 GMT
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I had the same problem the problem was that I did not install Renegade to the default directory so
LE could not find it!
