
Subject: question about level edit, presets, and FDS
Posted by [qwertwert125](#) on Thu, 20 Sep 2007 16:46:09 GMT
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Level edit says that a lot of presets are missing.

I know that this is due to a registry error.

I went to the renhelp thing, but I am unable to do what it says because i do NOT have renegade installed.

I am running a server from this computer, and i need level edit to add a few things to maps. i would settle with getting the preset names from level edit and insert them into the maps via LUA.

What im asking here is: how can i get these presets without installing renegade?

note: it is impossible to install renegade on this computer, durring installation the program freezes, and i have to hit the reset button on the cpu. (I think this is because of RAM, or a video/graphics card)

note: the types of presets i want are things like the laser walls, the big cargo boxes, and so on.

I know that theres hundreds, maybe thousands of preset names, but if someone could post a few, that would save me a huge headache. note: i have the preset list from renegadewiki, but it only covers weapons, vehicles, and non civilian infantry.

Subject: Re: question about level edit, presets, and FDS
Posted by [danpaul88](#) on Thu, 20 Sep 2007 16:53:13 GMT
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Well Level Edit reads its preset list from Renegade's always.dat, but you can *probably* just have it read them from the FDS's always.dat.

Add the registry key;

HKLM/SOFTWARE/Westwood/Renegade/

And inside that key create the value

InstallPath C:\Westwood\RenegadeFDS\Server.exe

Or whatever the path is on your server, making sure it points to the Server.exe file (and not just to the folder)

That *should* allow Level Edit to load the preset list from the FDS rather than from Renegade.

Subject: Re: question about level edit, presets, and FDS

Posted by [Yrr](#) on Thu, 20 Sep 2007 16:53:55 GMT

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Try this:

Create the registry key HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade, add a new string value named "InstallPath" and set it's value to the full path to your Renegade Server executable.

Alternative:

Open the directory LevelEdit\<mod package>\Presets and copy the data\objects.ddb from Renegade Server into that directory. If you don't have the objects.ddb, extract it from data\Always.dbs.

edit Bit too slow

Subject: Re: question about level edit, presets, and FDS

Posted by [qwertwert125](#) on Thu, 20 Sep 2007 17:13:02 GMT

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Failed to create c_ag_havoc from characters\havoc\c_ag_havoc.w3d

*** FATAL ERROR : Failed to create model characters\havoc\c_ag_havoc.w3d

F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek_Model() != NULL

um....

well it loaded the presets, but then gave me this error the moment it started up!

so then, where should i go to get the file that contains the w3d files? lol

Subject: Re: question about level edit, presets, and FDS

Posted by [danpaul88](#) on Thu, 20 Sep 2007 17:18:29 GMT

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Try starting a new project, it probably didnt create any existing projects properly due to the always.dat file being missing.

EDIT: Assuming you used the registry key method here...

Subject: Re: question about level edit, presets, and FDS

Posted by [qwertwert125](#) on Thu, 20 Sep 2007 17:21:34 GMT

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lol i extracted the w3d files from always.dat into the project, it works now!

problem solved

Subject: Re: question about level edit, presets, and FDS

Posted by [Zion](#) on Thu, 20 Sep 2007 22:32:50 GMT

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Why not just create a new directory (C:\Program Files\Westwood\Renegade\Renegades) and download Renegades always.dat file from game-maps.net?

Then point the installpath to there.
