
Subject: LevelEdit has suddenly stopped working
Posted by [Darknes2](#) on Sun, 19 Oct 2008 21:36:53 GMT
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well i got forst decade but it had been acting up before that, i DID do the first decade fix
uhmm what can i say? it loads halfway complains bout a model and then shuts down with the
error thing :/ iv never had this problem before please help!

here's some screenshots of what it looks like

heres the editor log of it

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

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:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\always\characters\fm_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\always\fm_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\characters\havoc\c_ag_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\characters\c_ag_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\characters\havoc\c_ag_havoc.W3D

Attempting to load:

F:\Westwood\RenegadePublicTools\LevelEdit\Atlantis\characters\c_ag_havoc.W3D

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
e deform chunk encountered in mesh: .DUMMY

Subject: Re: LevelEdit has suddenly stopped working
Posted by [Gen_Blacky](#) on Mon, 20 Oct 2008 00:58:22 GMT
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*** FATAL ERROR : Failed to create model characters\havoc\c_ag_havoc.w3d

I think your always.dat is corrupted

Subject: Re: LevelEdit has suddenly stopped working
Posted by [jonwil](#) on Mon, 20 Oct 2008 02:12:07 GMT
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That error usually means that LE cant find the always.dat file. Check your LE paths.

Subject: Re: LevelEdit has suddenly stopped working
Posted by [ErroR](#) on Mon, 20 Oct 2008 07:28:43 GMT
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make sure the regedit path has the .exe at the end otherwise it will just load like that to infinity.
very annoying

Subject: Re: LevelEdit has suddenly stopped working
Posted by [YazooGang](#) on Mon, 20 Oct 2008 10:34:56 GMT
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only put
"C:\Program Files\EA Games\Command & Conquer The First Decade\Command & Conquer
Renegade(tm)\Renegade\" on the install path, remmeber the slash.
and dont put the .exe, it doest work at all.

Subject: Re: LevelEdit has suddenly stopped working
Posted by [ErroR](#) on Mon, 20 Oct 2008 13:44:41 GMT
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rylly ? i had this problem on another pc then Zunnie said to add the .exe and IT WORKED after that
well u can try which works for u dunno. (i don't have first decade that's why maybe)

Subject: Re: LevelEdit has suddenly stopped working
Posted by [_SSnipe_](#) on Mon, 20 Oct 2008 15:10:01 GMT
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This is done in the registry right? theres a tut somewhere for this

Subject: Re: LevelEdit has suddenly stopped working
Posted by [mrÄ&A-z](#) on Mon, 20 Oct 2008 20:18:37 GMT
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lol

F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek_Model() != NULL
e deform chunk encountered in mesh: .DUMMY

Subject: Re: LevelEdit has suddenly stopped working
Posted by [samous](#) on Tue, 21 Oct 2008 00:24:38 GMT
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madrackz wrote on Mon, 20 October 2008 13:18
chunk encountered in mesh: .DUMMY

lol.

Subject: Re: LevelEdit has suddenly stopped working
Posted by [Darknes2](#) on Sat, 25 Oct 2008 16:54:53 GMT
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My first decade game sare on my 8gig flash drive soooo... would that be a problem? i mean they all run just fine (i put em on there cause im very rarely on my own home pc atm so i can play em on the go) and yeaaa..
