
Subject: glitches glitches glitches

Posted by [Stallion](#) on Thu, 09 Jul 2009 10:18:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, here's the list:

colors are messed up (I get westwood logo's all in many places)

harvester doesn't move (neither one)

water doesn't show up

(Please excuse the extremely wide screen, I use dual monitors)

This happens even if all I do is open the file and save it, so it has to be either my method of install messed things up (I've reinstalled both), my options that I've selected (i.e. shaders etc. (but what about the harvy?)), my method of saving (I followed the instructions:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=26>, or could it be the scripts somehow? (I'm running scripts 3.44 (on renegade and in level editor) and cp2. I have all the options checked (i.e. shaders etc.). If anyone knows why any of this would happen, please let me know how to fix it.

maybe this will help:

Unable to split node! objcount = 4. (82.42,-21.97,1.13)

Unable to split node! objcount = 5. (32.67,-11.79,1.54)

Unable to split node! objcount = 4. (20.47,-13.17,1.13)

Unable to split node! objcount = 6. (81.52,-57.40,3.51)

Unable to split node! objcount = 4. (84.55,-67.96,3.02)

Unable to split node! objcount = 4. (75.40,-69.55,3.36)

Unable to split node! objcount = 4. (71.05,-70.32,3.67)

Unable to split node! objcount = 4. (72.59,-70.87,2.29)

Unable to split node! objcount = 4. (72.51,-75.02,0.69)

Unable to split node! objcount = 6. (63.21,-70.68,3.74)

Unable to split node! objcount = 4. (63.40,-70.97,1.13)

Unable to split node! objcount = 4. (26.16,-62.00,5.67)

Unable to split node! objcount = 3. (26.49,-60.24,1.22)

Unable to split node! objcount = 4. (-14.45,51.72,9.32)

Unable to split node! objcount = 3. (-20.14,32.70,1.54)

Unable to split node! objcount = 15. (-32.87,70.32,5.08)

Unable to split node! objcount = 4. (-29.27,63.95,0.67)

Unable to split node! objcount = 3. (-84.25,52.48,1.37)

Unable to split node! objcount = 3. (-82.22,43.10,6.08)

Unable to split node! objcount = 5. (-89.34,42.59,5.97)

Unable to split node! objcount = 3. (-80.24,-80.62,-5.38)

Unable to split node! objcount = 3. (-112.76,-71.66,-11.93)

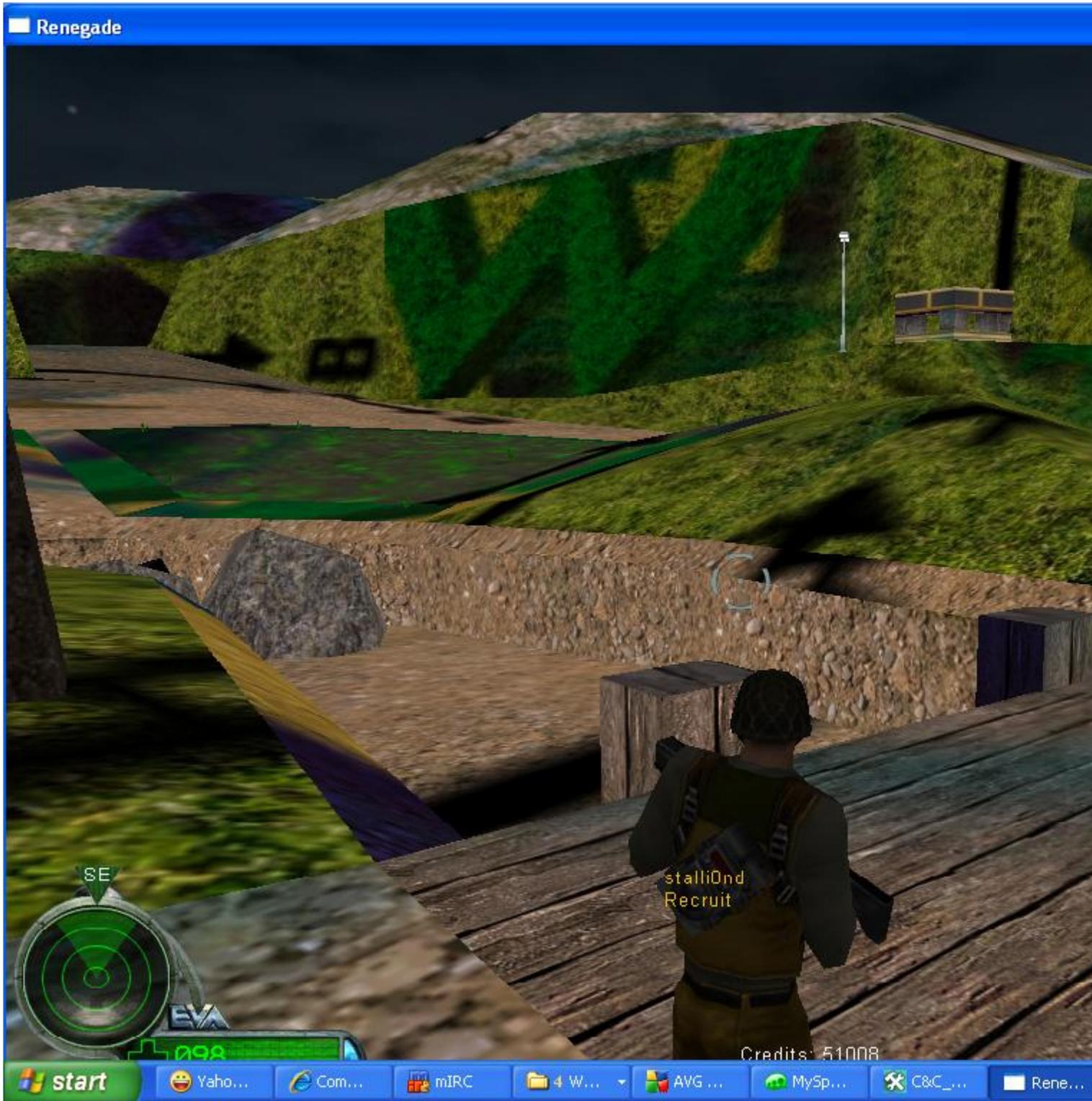
Unable to split node! objcount = 3. (-130.35,-110.47,-15.65)

Level load took 36 seconds
TimeManager::Update: warning, frame 41 was slow (37791 ms)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\always\power-ups\cc crate\FullMoon.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\always\power-ups\FullMoon.tga
Targa: Failed to open file "mp_field+\15.tga"
Targa: Failed to open file "mp_field+\14.tga"
Targa: Failed to open file "mp_field+\30.tga"
Targa: Failed to open file "mp_field+\31.tga"
Targa: Failed to open file "mp_field+\5.tga"
Targa: Failed to open file "mp_field+\3.tga"
Targa: Failed to open file "mp_field+\4.tga"
Targa: Failed to open file "mp_field+\37.tga"
Targa: Failed to open file "mp_field+\36.tga"
Targa: Failed to open file "mp_field+\35.tga"
Targa: Failed to open file "mp_field+\33.tga"
Targa: Failed to open file "mp_field+\34.tga"
Targa: Failed to open file "mp_field+\16.tga"
Targa: Failed to open file "mp_field+\13.tga"
Targa: Failed to open file "mp_field+\29.tga"
Targa: Failed to open file "mp_field+\32.tga"
Targa: Failed to open file "mp_field+\9.tga"
Targa: Failed to open file "mp_field+\10.tga"
Invalid TGA format used in C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplayer\mp - hand
of nod\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used!
Invalid TGA format used in C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplayer\mp - gdi
advanced guard tower\agd_pct_master.tga - only 24 and 32 bit formats should be used!
Invalid TGA format used in C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplayer\mp - nod
refinery\ply-gradient.tga - only 24 and 32 bit formats should be used!
Targa: Failed to open file "mp_field+\7.tga"
Targa: Failed to open file "mp_field+\8.tga"
Targa: Failed to open file "mp_field+\2.tga"
Targa: Failed to open file "mp_field+\0.tga"
Targa: Failed to open file "mp_field+\1.tga"
Targa: Failed to open file "mp_field+\6.tga"

These are the loading messages from level editor. The file was straight from the downloaded .lvl
pack.

File Attachments

1) [glitch.JPG](#), downloaded 802 times



2) [glitch 2.JPG](#), downloaded 792 times



Subject: Re: glitches glitches glitches
Posted by [Xena](#) on Thu, 09 Jul 2009 14:20:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

i can help u (a bit) with the westwood logo's

the shadows are missing. that's all i can say

Subject: Re: glitches glitches glitches
Posted by [cnc95fan](#) on Thu, 09 Jul 2009 14:39:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reading teamchat is bad.

Subject: Re: glitches glitches glitches
Posted by [YazooGang](#) on Thu, 09 Jul 2009 15:02:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok there is a folder inside this rar file. put that folder in the same folder where you got the fields .w3d model. NOT the files inside this folder, the folder it self. I hope you understood me.

File Attachments

1) [solution.rar](#), downloaded 172 times

Subject: Re: glitches glitches glitches
Posted by [ErrorR](#) on Mon, 13 Jul 2009 13:17:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

cnc95fan wrote on Thu, 09 July 2009 17:39Reading teamchat is LAME.
