im new to this forum, whenever i start Level Edit and try to load terrain and gdi base and all that.
it says this,

Toggle Spoiler,530.78,-11.48)
Unable to split node!  objcount = 6. (-190.17,512.11,-1.66)
Unable to split node!  objcount = 8. (-198.33,515.71,-1.66)
Unable to split node!  objcount = 6. (-201.86,513.64,-11.10)
Unable to split node!  objcount = 10. (-189.41,541.53,-27.34)
Unable to split node!  objcount = 4. (-190.90,534.79,-27.81)
Unable to split node!  objcount = 12. (-190.38,527.06,-27.78)
Unable to split node!  objcount = 4. (-206.83,533.39,13.89)
Unable to split node!  objcount = 12. (-217.33,533.67,17.47)
Unable to split node!  objcount = 4. (-215.51,539.37,6.35)
Unable to split node!  objcount = 7. (-215.81,526.72,7.98)
Unable to split node!  objcount = 4. (-207.53,549.37,-1.66)
Unable to split node!  objcount = 4. (-205.43,537.15,-0.48)
Unable to split node!  objcount = 4. (-209.51,535.94,-1.38)
Unable to split node!  objcount = 4. (-205.43,528.83,-0.48)
Unable to split node!  objcount = 4. (-206.99,515.85,-1.66)
Unable to split node!  objcount = 6. (-221.39,569.37,-10.31)
Unable to split node!  objcount = 4. (-208.29,529.97,-9.94)
Unable to split node!  objcount = 4. (-220.49,542.40,-9.14)
Unable to split node!  objcount = 6. (-290.60,535.88,31.75)
Unable to split node!  objcount = 4. (-298.98,531.28,35.09)
Unable to split node!  objcount = 4. (-282.33,545.44,24.44)
Unable to split node!  objcount = 4. (-297.01,531.79,22.76)
Unable to split node!  objcount = 3. (-306.50,536.25,22.76)
Unable to split node!  objcount = 7. (-290.99,523.24,31.36)
Unable to split node!  objcount = 4. (-300.93,523.87,31.56)
Unable to split node!  objcount = 3. (-272.94,522.91,21.86)
Unable to split node!  objcount = 4. (-290.51,524.50,24.39)
Unable to split node!  objcount = 4. (-297.27,524.50,24.39)
Unable to split node!  objcount = 5. (-306.31,523.83,22.76)
Unable to split node!  objcount = 3. (-276.06,514.24,23.38)
Unable to split node!  objcount = 8. (-296.19,515.50,25.86)
Unable to split node!  objcount = 4. (-296.19,509.12,23.32)
Unable to split node!  objcount = 8. (-293.84,500.31,23.07)
Unable to split node!  objcount = 16. (-283.92,552.52,17.78)
Unable to split node!  objcount = 10. (-278.23,546.84,18.28)
Unable to split node!  objcount = 6. (-292.19,547.02,17.78)
Unable to split node!  objcount = 6. (-276.76,536.80,18.28)
Unable to split node!  objcount = 4. (-281.40,538.07,17.15)
Unable to split node!  objcount = 4. (-276.31,528.73,17.94)
Unable to split node!  objcount = 6. (-283.05,528.78,17.91)

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Unable to split node!  objcount = 4. (-281.22,518.77,19.20)
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Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\new\tiles\HND_INT_LM005.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building
aggregates\hand of nod\hnd_pct_master.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building
aggregates\hnd_pct_master.tga
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aggregates\hand of nod\E_FLAME4.W3D
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aggregates\E_FLAME4.W3D
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aggregates\hand of nod\E_FLAME4.W3D
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aggregates\E_FLAME4.W3D
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aggregates\hand of nod\E_FLAME4.W3D
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aggregates\hand of nod\E_FLAME4.W3D

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aggregates\hand of nod\E_FLAME2.W3D
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Unable to split node!  objcount = 4. (-162.18,524.06,-2.70)
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Unable to split node!  objcount = 4. (-279.93,519.91,20.22)
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Unable to split node!  objcount = 4. (-179.85,544.90,-2.70)
Unable to split node!  objcount = 10. (-168.19,548.69,-9.26)
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Unable to split node!  objcount = 4. (-179.29,530.95,-2.70)
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```

Unable to split node!  objcount = 5. (-300.93,521.68,31.06)
Unable to split node!  objcount = 6. (-280.46,553.09,17.78)
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Unable to split node!  objcount = 3. (-107.51,289.62,-8.58)
TimeManager::Update: warning, frame 133 was slow (18403 ms)
TimeManager::Update: warning, frame 298 was slow (8070 ms)
TimeManager::Update: warning, frame 301 was slow (3144 ms)
TimeManager::Update: warning, frame 305 was slow (8579 ms)
TimeManager::Update: warning, frame 317 was slow (12543 ms)

can u help me?

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Subject: Re: Level edit
Posted by cnc95fan on Sun, 26 Jul 2009 16:45:51 GMT
View Forum Message <> Reply to Message

Erm, did it actually fail to load? That's quite normal

---

Subject: Re: Level edit
Posted by farheen on Sun, 26 Jul 2009 16:58:54 GMT
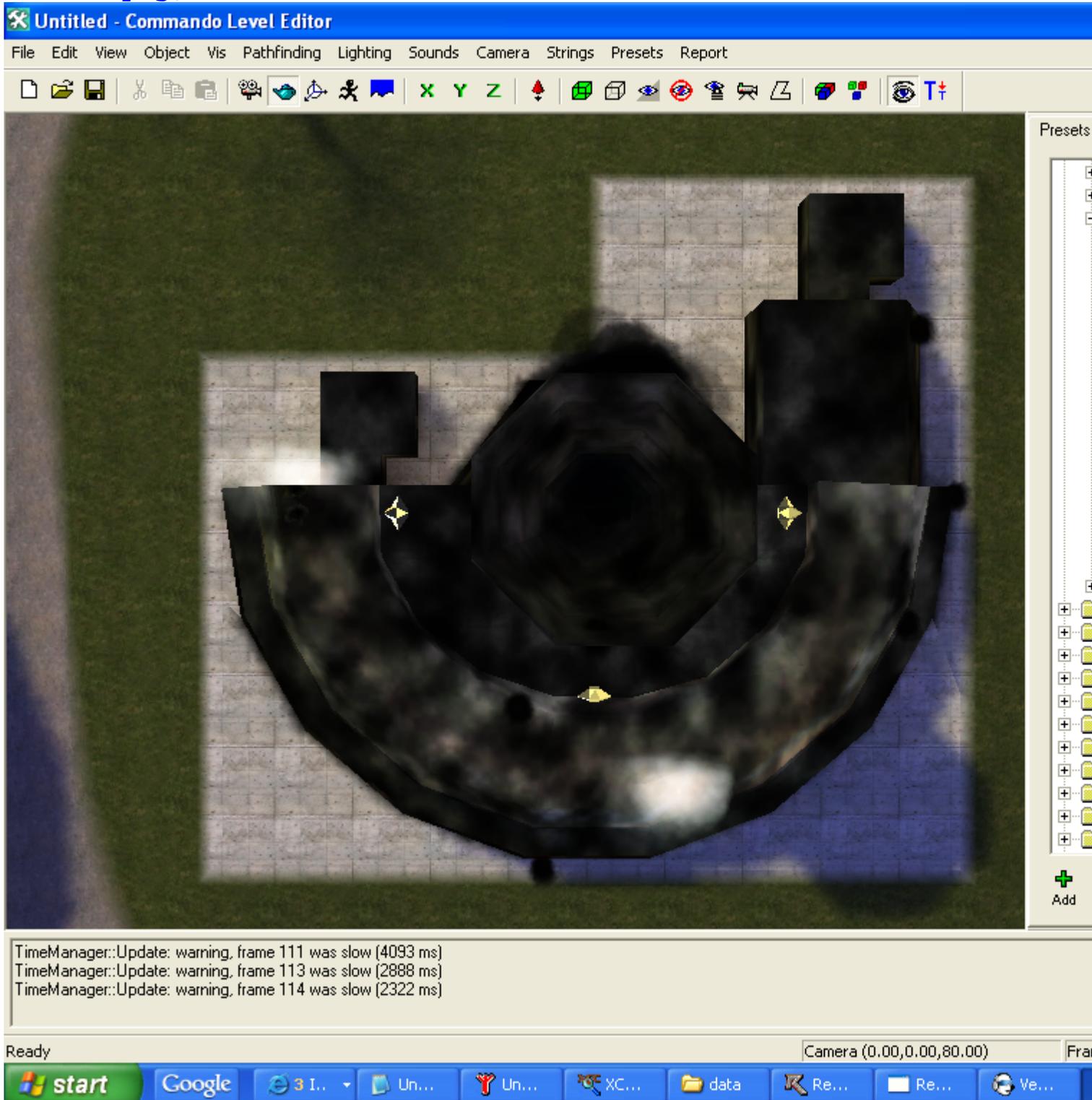View Forum Message <> Reply to Message

cnc95fan wrote on Sun, 26 July 2009 12:45Erm, did it actually fail to load? That's quite normal

yea, and it just loads pp and the ground just that,
when i try to load level - single player. Level_01 0108
01 0108 - GDI base
01 0108 - terrain and all that things..
like this

Subject: Re: Level edit
Posted by LR01 on Mon, 27 Jul 2009 09:24:24 GMT

Well, there is nothing whit the giant text log LE give you.

---

Subject: Re: Level edit
Posted by farheen on Mon, 27 Jul 2009 14:42:52 GMT

LR01 wrote on Mon, 27 July 2009 04:24Well, there is nothing whit the giant text log LE give you.
then why it only shows a gdi powerplant, wheres the half map?

---

Subject: Re: Level edit
Posted by ErroR on Mon, 27 Jul 2009 14:54:40 GMT

Move using your numpad. 8 is up, 2 is down, 4 is left, 6 is right. 7,1,9,3 are respectively look up look down, move up, move down.
Also press F8 then esc (only first time or it does nothign) then f8 again

---

Subject: Re: Level edit
Posted by farheen on Mon, 27 Jul 2009 18:00:19 GMT

ErroR wrote on Mon, 27 July 2009 09:54Move using your numpad. 8 is up, 2 is down, 4 is left, 6 is right. 7,1,9,3 are respectively look up look down, move up, move down.
Also press F8 then esc (only first time or it does nothign) then f8 again
thanks i didnt know that, thanks alot, im new to it.

---

Subject: Re: Level edit
Posted by Shinja on Mon, 27 Jul 2009 20:05:38 GMT

someimes the solution is sooo simple...

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Subject: Re: Level edit
Posted by ErroR on Mon, 27 Jul 2009 22:40:01 GMT

also hold CTRL to fly faster

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