Posted by Omar007 on Fri, 28 Aug 2009 21:19:33 GMT
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When i try to load my map Emptyness (yes it is complete empty, just a plain heightfield) it crashes after i loaded the map. I have a (almost) complete empty always.dat so it has only the required files to run (http://www.renegadehelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar) so it's a clean start again. I modified the spawner to use the file c_ag_havoc.w3d

Here is my Editor output and the crashdump. I hope someone can help me out.

Editor output
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\F_SKELETON.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F_SKELETON.W3D
Unable to find HTree: F_SKELETON
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c_havoc.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c_havoc.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_tall.W3D

Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\METER.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_CEMENT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_FRONT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_DUMMY.TGA
WARNING: Unable to fog shader in POINTLIGHT with given blending mode.
Render Object Name Collision: POINTLIGHT
Obsolete deform chunk encountered in mesh: .BODYBOX
Obsolete deform chunk encountered in mesh: .CAMERA
Obsolete deform chunk encountered in mesh: .GRID
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01
Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga
Texture file not found: fullmoon.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\characters\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\characters\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\characters\F_SKELETON.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F_SKELETON.W3D
Unable to find HTree: F_SKELETON
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c_havoc.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c_havoc.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L1.W3D

Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\METER.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_CEMENT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_FRONT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_DUMMY.TGA
WARNING: Unable to fog shader in POINTLIGHT with given blending mode.
Render Object Name Collision: POINTLIGHT
Obsolete deform chunk encountered in mesh: .BODYBOX
Obsolete deform chunk encountered in mesh: .CAMERA
Obsolete deform chunk encountered in mesh: .GRID
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01
Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\Heightfield\DIRT_01.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\DIRT_01.TGA
Texture file not found: dirt_01.tga
Targa: Failed to open file "heightfield\dirt_01.tga"
Level load took 0 seconds
TimeManager::Update: warning, frame 35 was slow (3864 ms)
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga
Texture file not found: fullmoon.tga
Targa: Failed to open file "E:\Modding\Tiberium Redux\Editor\Conquest\Heightfield\DIRT_01.TGA"
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\REN_spawn.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\REN_spawn.tga
Texture file not found: ren_spawn.tga

Subject: Re: Weird crashing in mod
Posted by Poskov on Sat, 29 Aug 2009 03:24:43 GMT
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you're missing too many textures

Subject: Re: Weird crashing in mod
Posted by Omar007 on Sat, 29 Aug 2009 10:27:20 GMT
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Poskov wrote on Sat, 29 August 2009 05:24you're missing too many textures
Textures is never a problem. And besides that i only miss 2; dirt_01.tga and ren_spawn.tga

Fullmoon.tga is ALWAYS missing. Even in normal Renegade

If a texture is missing it will just replace it with the WESTWOOD logo.

Subject: Re: Weird crashing in mod
Posted by ErroR on Sat, 29 Aug 2009 10:45:33 GMT
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maybe something's wrong with the spawner

Subject: Re: Weird crashing in mod
Posted by Omar007 on Sat, 29 Aug 2009 11:22:09 GMT
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The map doesn't have spawners therefore i should spawn at 0,0,0

With spawners it crashes too.
When i do walkthrough in LE it works normally and it has the same settings ingame as in
walkthrough

Subject: Re: Weird crashing in mod
Posted by ErroR on Sat, 29 Aug 2009 17:39:05 GMT
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did you change the soldier preset to have havoc one settings?

Subject: Re: Weird crashing in mod
Posted by Omar007 on Sat, 29 Aug 2009 18:08:09 GMT
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If Havoc == CnC_GDI_MiniGunner_3Boss then yes

I made a new preset with the Havoc model and pointed the Spawners to the new preset (one for Nod, one for GDI both Havoc model)

EDIT: Well it HAS to be a wrong preset but i still can't find it :S

I hope to find it though
Would be easy to find it if there was a list of standard loaded presets on map load

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Subject: Re: Weird crashing in mod
Posted by ErroR on Sat, 29 Aug 2009 19:18:10 GMT
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i've done it somehow, but i'm still not sure how, because i edited the soldier preset, and created new startup spawners, also edit the original. And it worked but i'm still not sure which combination did try it

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Subject: Re: Weird crashing in mod
Posted by Gen_Blacky on Sat, 29 Aug 2009 23:20:18 GMT
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you cant add new presets to the start up spawner it wont work. change CnC_GDI_MiniGunner_3Boss to CnC_GDI_MiniGunner_0 then change the the solider into something else.

Subject: Re: Weird crashing in mod
Posted by Omar007 on Sun, 30 Aug 2009 10:15:23 GMT
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OMG that's just FAIL... WHY would it ever work that way? :S

So for nod it would be CnC_Nod_MiniGunner_0.

I'll try now. I hope you are right
Reborn seems to have that entry still in the presets so i guess it will work

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Thanks in advance

EDIT: GREAT IT WORKS Well that is for GDI only but still ^^

Subject: Re: Weird crashing in mod
Posted by Omar007 on Sat, 05 Sep 2009 10:18:20 GMT
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BUMPYBUMP

Nod still doesn't work