
Subject: Problem with terrain loading

Posted by [bisen11](#) on Thu, 18 Mar 2010 06:55:05 GMT

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The main terrain of my map doesn't seem to load when I test it out in Renegade. It loads fine in level edit, but when I try renegade I just end up falling forever on GDI. On nod (HON is the only building in this map) the interior of the HON is in place but not the exterior.

I'm thinking it might be a RenX problem. In the past I had had a few problems with a few small things disappearing and was told by someone that doing the assign node names and assign material names usually fixed it (I didn't do this to the HON tho). So I got a habit of doing that before even testing in Ren. Doing it again doesn't seem to fix the problem, and I tried adding a teapot which I didn't do those things to, and it appeared.

So, suggestions?

Subject: Re: Problem with terrain loading

Posted by [Distrbd21](#) on Fri, 19 Mar 2010 01:23:09 GMT

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i had that problem once.

Try deleting the mix and thu file, and if you have a pkg of it delete that to, then if it still happens try using xcc or renex to put the terrain in it if its not there.

Subject: Re: Problem with terrain loading

Posted by [Taz](#) on Fri, 19 Mar 2010 06:47:06 GMT

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It means the dbb and ldd file are linking to another, probably the wrong, w3d file. Just insert the proper w3d file into the mix manually and it should be fine.

Subject: Re: Problem with terrain loading

Posted by [bisen11](#) on Fri, 19 Mar 2010 07:03:26 GMT

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That doesn't seem to work. according to xcc, the terrain is in there. I've also tried putting the terrain into the data file.

Subject: Re: Problem with terrain loading

Posted by [saberhawk](#) on Fri, 19 Mar 2010 13:26:35 GMT

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bisen11 wrote on Fri, 19 March 2010 03:03 That doesn't seem to work. according to xcc, the terrain is in there. I've also tried putting the terrain into the data file.

Silly question, but did you ever rename the w3d file?

Subject: Re: Problem with terrain loading
Posted by [GEORGE ZIMMER](#) on Fri, 19 Mar 2010 13:34:18 GMT
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Are you using the .w3d of another map?

You'll have to throw your .w3d into your Level Edit folder to actually use it.

Subject: Re: Problem with terrain loading
Posted by [bisen11](#) on Sun, 21 Mar 2010 01:25:26 GMT
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Saberhawk wrote on Fri, 19 March 2010 08:26 bisen11 wrote on Fri, 19 March 2010 03:03 That doesn't seem to work. according to xcc, the terrain is in there. I've also tried putting the terrain into the data file.

Silly question, but did you ever rename the w3d file?

I haven't changed the name of any of the files, but I have been constantly making new, slightly altered ones from RenX, then giving it a dif name and "mod"ing the preset in RenX and saving. Then exporting.

Subject: Re: Problem with terrain loading
Posted by [bisen11](#) on Sun, 21 Mar 2010 08:18:08 GMT
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I can't figure it out at all. If anyone wants to fool around with it, give me your email (either in thread or private message) and I can give you the necessary files minus the scripts files, since you probably have those. I'm wondering if there could even be something wrong with my programs and if I should maybe try reinstalling :/. I'll try making something very basic later and see if it works or not.

Subject: Re: Problem with terrain loading
Posted by [TNaismith](#) on Sun, 21 Mar 2010 17:26:02 GMT
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Have you checked that you got your GDI spawner and Nod spawners setup correctly? (Ie. Did you place them on the map at all?) I know from personal experience that if you do any of the

following:

- Setup GDI/Nod spawner with a red box around it
- Not placing a GDI/Nod spawner on the map

Then you will go into freefall mode when trying to play the map in Renegade. Apparently the reasons I read from a renegadehelp tutorial was that LevelEdit auto-assigns the player to coordinates 0,0 -- which basically is just at the corner of your map. Since you are already falling when you spawn, you probably can't see your terrain properly because your falling below the height level of your terrain.

That's one possibility from what it sounds like, but I'll be happy to take a quick look at the files to see what's wrong. Email is lordtnaismith-gaming [at] hotmail.com.

Also, making something really basic and testing that is a good idea. You'll be able to compare and maybe track what went wrong yourself. Good luck mate.

Subject: Re: Problem with terrain loading
Posted by [bisen11](#) on Sun, 21 Mar 2010 18:56:18 GMT
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Yeah I got spawners. In some of the versions I did, it did happen that there was total nothingness. But in some of the others, all the spawners and bots and everything would show up except the terrain with the exception of the interior of the Hand of Nod, very weird.

Subject: Re: Problem with terrain loading
Posted by [crazfulla](#) on Sun, 28 Mar 2010 02:37:43 GMT
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Your w3d needs to have a unique name that no other w3d will have. I usually name my w3ds after the map itself. But simply renaming the W3d will not work, you have to re-export it from RenX with the new name otherwise it will fail.

Other than that the only other possible cause I can think of is that if you are making a new map with new terrain you can't mod the existing presets. You have to temp (clone) them.

Subject: Re: Problem with terrain loading
Posted by [bisen11](#) on Fri, 02 Apr 2010 04:41:12 GMT
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Latest try was somewhat succesful. I tried making one map that didn't work out. But A second one I did, did work out. The only differences I can think of between the maps is that I added textures to the first one (the second I just gave colors). Also, the first one I merged a GDI bar and a HON into. The second one I did not add any buildings. My theory is perhaps there's something in the merged

buildings that screws up the map.

Edit: I deleted the HON from the RenX terrain and now the map works fine. So something must have been wrong with it.

Subject: Re: Problem with terrain loading
Posted by [TNaismith](#) on Sat, 03 Apr 2010 15:04:20 GMT
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Sorry mate for not getting back to your email, been busy with other things. I'm glad you got it fixed now though. Seems whenever there is a problem with a map, retracing what you've done and deleting things as you go (after saving a backup copy) ends up being a surefire (but long) way to find the problem. Have had to use that method more and more recently. xD
