
Subject: Making own MOD

Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 14:06:19 GMT

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Hello,

I've been following the tutorials from cnc95fan from this site:

Now I'm at the second part:

But when selecting my own Level Editor, he will start the "Choose Mod Package" screen, but after selecting any Mod Package, the Editor will crash with this error (is in Dutch):

Then I tried to do this step:

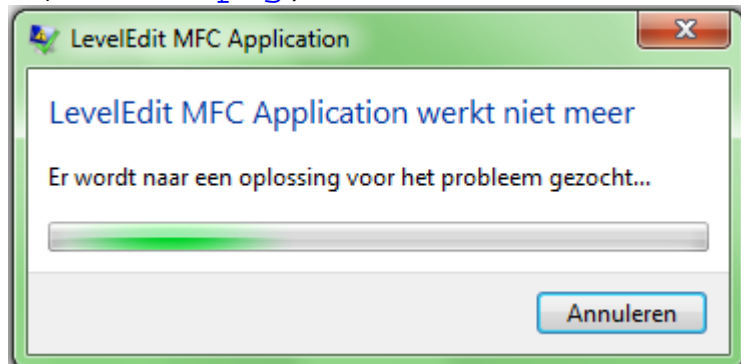
Using your modified Level Edit, (provided you followed part 1), create a new mod package called Always. Close Level Edit.

Then download this: http://www.renhelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar
I created a new mod package called "Always". But the link he gave doesn't lead to the thing I need to download... So I haven't downloaded it, and when starting Level Editor now, the editor will keep getting the same error.

Does anyone else knows what to do at this point?

File Attachments

1) [error.png](#), downloaded 666 times



Subject: Re: Making own MOD

Posted by [Omar007](#) on Mon, 06 Dec 2010 14:49:29 GMT

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Replace the word 'renhelp' in your link with 'renegadehelp' and it'll work

http://www.renegadehelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar

Subject: Re: Making own MOD
Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 15:39:58 GMT
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Thanks now it works. Thx for the quick respons

Subject: Re: Making own MOD
Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 17:08:23 GMT
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Now Level Editor is working, I want to make the terrain of M10 inside the game. But it can't load the terrain. Where can I find the files that are needed to let Level Editor create this terrain?

Subject: Re: Making own MOD
Posted by [Omar007](#) on Mon, 06 Dec 2010 18:42:02 GMT
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Well those would be in Renegade obviously....

If you want to use those you'd have to search which files correspond with M10 in Renegade. Also if it's just 1 map you're making, consider making a PKG mod instead.

Subject: Re: Making own MOD
Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 19:02:04 GMT
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Hhm.... The only things I want are new Weapons and new Characters. I first tried that without making a new MOD of it, but each time one of these new characters are added and used, the game crashed. I just wanted to add weapons and characters, instead of replacing old ones. But each time one of these new characters would be created in my map, the game crashed. How should I do it then?

Regards,
Sauron

Subject: Re: Making own MOD
Posted by [Jerad2142](#) on Mon, 06 Dec 2010 19:17:52 GMT
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[sauron--the--king](#) wrote on Mon, 06 December 2010 10:08Now Level Editor is working, I want to make the terrain of M10 inside the game. But it can't load the terrain. Where can I find the files that are needed to let Level Editor create this terrain?

Some of the terrain assets are dummies that don't attach to visible terrain anymore, chances are there are two different sets of level 9's terrain, one of which has no visible terrain. If you can find the other one in the assets and place that you should be good to go.

sauron--the--king wrote on Mon, 06 December 2010 12:02Hhm.... The only things I want are new Weapons and new Characters. I first tried that without making a new MOD of it, but each time one of these new characters are added and used, the game crashed. I just wanted to add weapons and characters, instead of replacing old ones. But each time one of these new characters would be created in my map, the game crashed.

How should I do it then?

Regards,
Sauron

After the patch some of the model's had their 3D models changed, and although the presets reflect this, Level editor isn't smart enough to access always2.dat. Because of this level editor crashes when you place a model that it is unable to access the 3D model of.

Subject: Re: Making own MOD

Posted by [sauron--the--king](#) on Mon, 06 Dec 2010 20:41:06 GMT

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Jerad Gray wrote on Mon, 06 December 2010 13:17

Some of the terrain assets are dummies that don't attach to visible terrain anymore, chances are there are two different sets of level 9's terrain, one of which has no visible terrain. If you can find the other one in the assets and place that you should be good to go.

I've been searching for this inside the always.dat with the XCC program, but I haven't been able to find it... I have exported all the files from Always.dat to my own Level Edit files, but even after exporting all these files he can't load it... He can't even load any of the levels, even not the Multiplayer ones.

Jerad Gray wrote on Mon, 06 December 2010 13:17 After the patch some of the model's had their 3D models changed, and although the presets reflect this, Level editor isn't smart enough to access always2.dat. Because of this level editor crashes when you place a model that it is unable to access the 3D model of.

How can I add them then? When I try to, this happens:

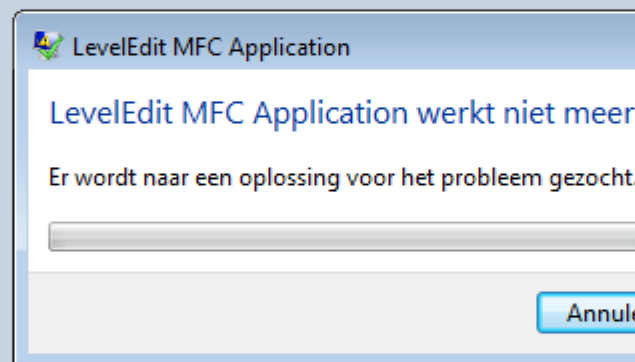
The Character which I'm trying to load exists. It is in the Always file. But still it won't load the W3D file, because then this error occurs again...

Maybe you know how to solve these problems, if you don't, thanks for trying

File Attachments

1) [error.png](#), downloaded 501 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Render Object Name Collision: C_AG_NOD_EN.K_HEAD

Render Object Name Collision: C_AG_NOD_EN

Attempting to load: C:\Program Files\Alienate\LevelEdit\ALWAYS\c_ag_alien_general\W3D

This folder exists and has c_ag_alien_general.W3D

Subject: Re: Making own MOD
Posted by [Jerad2142](#) on Tue, 07 Dec 2010 19:27:33 GMT
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sauron--the--king wrote on Mon, 06 December 2010 13:41How can I add them then? When I try to, this happens:

The Character which I'm trying to load exists. It is in the Always file. But still it won't load the W3D file, because then this error occurs again...

Maybe you know how to solve these problems, if you don't, thanks for trying
The issue is the name of the 3d model c_ag_alien_general is too long, if you open it with the w3d viewer you'll notice the name cuts off at 16 chars or so. To solve the issue rename the file the same as its named inside the viewer, and then make sure to reassign it in leveleditor before you reload the level. (So the new name will be like c_ag_alien_gener.W3D).

Subject: Re: Making own MOD
Posted by [sauron--the--king](#) on Thu, 09 Dec 2010 23:06:40 GMT
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Read further here plz
http://www.renegadeforums.com/index.php?t=msg&goto=440804&rid=24329#msg_440804
