
Subject: level edit help (old modder here)
Posted by [Stallion](#) on Mon, 06 Jan 2014 18:39:27 GMT
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I got back into renegade again after years of being out of it and I want to make several mods for it (probably including a new map since there is an automatic downloading system) but I can't get level edit working right!

I've downloaded renegade public tools from a few locations and even tosses in jonwil's level edit exe but it seems no matter what I do level edit doesn't want to work right for me.

It closes when I try to load the original maps, and won't show me the presets table. I don't know what's wrong with it (or what I could be doing wrong)..

Please give me the proper setup with a good download of the files needed and/or any other help you can give me to get this working again and I will show you guys some fun mods that I haven't seen around here in ages!

Thanks!

Subject: Re: level edit help (old modder here)
Posted by [Ethenal](#) on Mon, 06 Jan 2014 20:28:37 GMT
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<http://www.tiberiantechologies.org/downloads>

TT 4.0 mod tools are on that page, just scroll down

If I recall you install the original mod tools, then that. If it's an installer run it, if it's a zip then extract to the appropriate folder (I cannot remember if it's a zip or .exe).

Subject: Re: level edit help (old modder here)
Posted by [Stallion](#) on Mon, 06 Jan 2014 21:25:49 GMT
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I've tried that (a few times), but the problem I've run into is that there are no presets (at least that are working with it).

Any idea why this would be? (yes I did make a folder named scripts and put all of the always and scripts files into it and I think they are all there and up to date.)

Subject: Re: level edit help (old modder here)
Posted by [BillieJoe67](#) on Mon, 06 Jan 2014 22:31:56 GMT

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Check the renegade install path in the registry, if you use The Final Decade it's normally incorrect.
Clicky

Subject: Re: level edit help (old modder here)
Posted by [Stallion](#) on Tue, 07 Jan 2014 00:46:34 GMT
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It worked! You fucking rock!

Subject: Re: level edit help (old modder here)
Posted by [Gen_Blacky](#) on Tue, 07 Jan 2014 01:38:31 GMT
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I thought 4.0 fixed that so it automatically puts the correct entry.
