Subject: Problems with Node splitting?
Posted by Jaspah on Fri, 21 Nov 2003 02:05:07 GMT
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I've made my first map, it has all buildings with interiors. I export as a renegade terrain file. When I load up leveledit and load the terrain it says "Failed to split Node", or something like that.

All the files I make now have this problem.

Could you explain what I'm doing wrong?
Or should I reinstall leveledit?

EDIT: This works fine in .w3d viewer!

Subject: Problems with Node splitting?
Posted by Deafwasp on Fri, 21 Nov 2003 05:49:43 GMT
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Try opening the buildings file (the file with all the renegade buildings in renx) and importing your map (minus the base buildings) into that and arranging your buildings, then >save as "mapname", then proceed to leveledit.

Should work, if it don't - oh well, if it does great. If someone else gives a easier answer, Great for you.

Subject: Problems with Node splitting?
Posted by General Havoc on Fri, 21 Nov 2003 18:14:39 GMT
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Unless you are experiencing an actual problem it is nothing to worry about. It occurs in westwood maps when you load them up and doesn't seem to be a problem.

Subject: Problems with Node splitting?
Posted by Jaspah on Fri, 21 Nov 2003 19:44:08 GMT
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General HavocUnless you are experiencing an actual problem it is nothing to worry about. It occurs in westwood maps when you load them up and doesn't seem to be a problem.

It is. When I try to load it, nothing pops up.

EDIT: Now when I open gmax I can't make anything go up, this gay mouse now comes up. I don't have the original one with the 3D arrow heads for each dimension.

Subject: Problems with Node splitting?
Posted by Jaspah on Fri, 21 Nov 2003 21:51:05 GMT
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bump

C'mon. You were all modding newbies at one point!

Subject: Problems with Node splitting?
Posted by General Havoc on Fri, 21 Nov 2003 21:52:05 GMT
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Press "X" to solve the Gmax prob

Subject: Problems with Node splitting?
Posted by Jaspah on Fri, 21 Nov 2003 23:40:00 GMT
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Well, heres a more detailed discription, I first opened up the "buildings-setup" then deleted the stuff under it. (Ex. The purple and pink thing.)

Would that be a problem?

Subject: Problems with Node splitting?
Posted by Jaspah on Sun, 23 Nov 2003 20:05:29 GMT
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bump

Please help!!

I think it's leveledit, though. This happens with all .w3d files I open.

EDIT: If someone could save my file as a .lsd or whatever, I'd be greatful!