Subject: Re: RenegadeTools2
Posted by ghost on Sat, 26 Aug 2006 01:07:03 GMT
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Sorry for the double post but my edit button does show up (javascript error).

Anyways im missing the "presets" folder. When I had a freind email me the files/folders I need and put it in. It all worked. only i receive that bloody error message and it closes.

This is after i plug in all the missing things. Notice how i now have the [+] and all is in place. Only i get this error.

This is from my editorslog.

Quote:Targa: Failed to open file "SunHalo.tga"
Targa: Failed to open file "Sun.tga"
Resetting device.
Device reset completed
Targa: Failed to open file "SunHalo.tga"
Targa: Failed to open file "Sun.tga"
Resetting device.
Device reset completed
Targa: Failed to open file "SunHalo.tga"
Targa: Failed to open file "Sun.tga"
Resetting device.
Device reset completed
Targa: Failed to open file "SunHalo.tga"
Targa: Failed to open file "Sun.tga"
Render Object Name Collision: AABOX.BOX
Render Object Name Collision: OBBOX.BOX
Render Object Name Collision: VECTOR.VECTOR
Render Object Name Collision: VECTOR
Render Object Name Collision: AXES
Render Object Name Collision: POINT
Attempting to load: C:\Documents and
Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n
AOW\always\characters\f_hm_havoc.W3D
Attempting to load: C:\Documents and
Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n
AOW\always\f_hm_havoc.W3D
Attempting to load: C:\Documents and
Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n
AOW\characters\havoc\c_ag_havoc.W3D
Attempting to load: C:\Documents and
Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n
AOW\characters\c_ag_havoc.W3D

Attempting to load: C:\Documents and Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n AOW\characters\havoc\c_ag_havoc.W3D
Attempting to load: C:\Documents and Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n AOW\characters\c_ag_havoc.W3D
Failed to create c_ag_havoc from characters\havoc\c_ag_havoc.w3d
*** FATAL ERROR : Failed to create model characters\havoc\c_ag_havoc.w3d
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek_Model() != NULL

I belive the problem is a .w3d missing.

File Attachments
1) untitled.JPG, downloaded 310 times

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

Presets

LevelEdit MFC Application

LevelEdit MFC Application has encountered a problem and needs to close. We are sorry for the inconvenience.

If you were in the middle of something, the information you were working on might be lost.
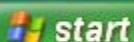
Please tell Microsoft about this problem.

We have created an error report that you can send to us. We will treat this report as confidential and anonymous.

To see what data this error report contains, click here.

Send Error Report   Don't Send

Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\Dave\always\f_hm_havoc.W3D
Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\Dave\characters\havoc\c_ag_havoc.W3D
Attempting to load: C:\Westwood\RenegadePublicTools\LevelEdit\Dave\characters\c_ag_havoc.W3D

Add

Camera (0.00,0.00,80.00)

start   LevelEdit   Renegade Public Foru...   mIRC - [#chbt's [3] [...   Level Edit