
Subject: Weird crashing in mod
Posted by [Omar007](#) on Fri, 28 Aug 2009 21:19:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

When i try to load my map Emptyness (yes it is complete empty, just a plain heightfield) it crashes after i loaded the map. I have a (almost) complete empty always.dat so it has only the required files to run (http://www.renegadehelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar) so it's a clean start again. I modified the spawner to use the file c_ag_havoc.w3d

Here is my Editor output and the crashdump. I hope someone can help me out.

Editor output

```
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\F_SKELETON.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F_SKELETON.W3D
Unable to find HTree: F_SKELETON
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c_havoc.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c_havoc.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_tall.W3D
```

Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\METER.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_CEMENT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_FRONT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_DUMMY.TGA
WARNING: Unable to fog shader in POINTLIGHT with given blending mode.
Render Object Name Collision: POINTLIGHT
Obsolete deform chunk encountered in mesh: .BODYBOX
Obsolete deform chunk encountered in mesh: .CAMERA
Obsolete deform chunk encountered in mesh: .GRID
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01
Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga
Texture file not found: fullmoon.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\F_SKELETON.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F_SKELETON.W3D
Unable to find HTree: F_SKELETON
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c_havoc.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c_havoc.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L1.W3D

Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_wide.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_MOUTH.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\S_A_EXPRESSION.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\METER.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_CEMENT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_FRONT.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA_DUMMY.TGA
WARNING: Unable to fog shader in POINTLIGHT with given blending mode.
Render Object Name Collision: POINTLIGHT
Obsolete deform chunk encountered in mesh: .BODYBOX
Obsolete deform chunk encountered in mesh: .CAMERA
Obsolete deform chunk encountered in mesh: .GRID
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01
Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\Heightfield\DIRT_01.TGA
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\DIRT_01.TGA
Texture file not found: dirt_01.tga
Targa: Failed to open file "heightfield\dirt_01.tga"
Level load took 0 seconds
TimeManager::Update: warning, frame 35 was slow (3864 ms)
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga
Texture file not found: fullmoon.tga
Targa: Failed to open file "E:\Modding\Tiberium
Redux\Editor\Conquest\Heightfield\DIRT_01.TGA"
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\REN_spawn.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\REN_spawn.tga
Texture file not found: ren_spawn.tga

File Attachments

1) [crashdump2.txt](#), downloaded 522 times
