Subject: texturing problem...
Posted by R315r4z0r on Mon, 09 Oct 2006 00:44:51 GMT

Recently, Whenever I make a map with vertex paint, it dosn't work.

I used to do it all the time, now when I load the map in LE, it would suddenly crash to desktop with no warnings, or error messages. One second it would be loading the terrain, the next second I am on my desktop.

I don't understand why this is happening. I'm not using like textures the game dosn't have... (If it dosn't I put it in the editorcache) but I am basicly useing things like L05_Grass.. and stuff...

Has this happend to anyone else? and if so, how can I fix it?

Subject: Re: texturing problem...
Posted by FynexFox on Mon, 09 Oct 2006 02:50:40 GMT

try this for any crashing.

Right click on the level edit icon(not shortcut or anything)

Go to the compatiblity tab and check off diasbble visual themes, hit apply, then ok and try it out. every time LE has crashed on me thats fixed it.

Subject: Re: texturing problem...
Posted by R315r4z0r on Mon, 09 Oct 2006 03:05:45 GMT

Nope, it didn't work..

It may just be the computer. I'll transfer it to my laptop, and test it there. That has been the solution to a few problems, like the interiors of buildings not showing up on my desktop, but they do in level edit.

Subject: Re: texturing problem...
Posted by R315r4z0r on Mon, 09 Oct 2006 03:44:49 GMT

nope... level edit just keeps crashing on my laptop when I boot it.. it wont even load up in the first place. I disabled themes.. but still nothing.

I want to reinstall it on my laptop... but now I can't find the installer...

Subject: Re: texturing problem...
Posted by Zion on Mon, 09 Oct 2006 07:30:58 GMT
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You can find the installer here.
Look in the Editing Tools for "RenegadePublicTools2".

Also make sure that you're not running LE from TFD as it will cause it to crash when you try to load presets that "don't exist".
Just install the original Renegade into "Westwood\Renegade".

Subject: Re: texturing problem...
Posted by Jerad2142 on Mon, 09 Oct 2006 13:26:39 GMT
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I have found in the past that level editor will crash if it can not find .w3d files, in the directory (EX. the CnC GDI APC "v_gdi_apc_m" is located in the always2.dat [this file is created with renegade's final patch] but when level editor tries to load it from "vehicles\gdi apc\v_gdi_apc_m.w3d" it can not find it because it is looking in the always.dat instead of always2.dat and so it crashes).

Also it will also crash if one mesh is to complex, the easiest way to see if this is the cause is to open the .w3d file (in W3D Viewer) open the objects Hierarchy and click on the object. IF it crashes chances are that one of the meshes is to complex. Then all you would have to do is open the Mesh category and open each mesh one by one, until one crashes it. The one it crashes on will be the one that is to complex. To correct this you could either divide the mesh into multiple meshes or optimize it. The only problem is that you will have to redo the vertex paint on the mesh(es).

Subject: Re: texturing problem...
Posted by R315r4z0r on Mon, 09 Oct 2006 14:03:27 GMT
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but it works when the textures are not on it, only when I put some textures on it crashes..

Subject: Re: texturing problem...
Posted by R315r4z0r on Mon, 09 Oct 2006 15:09:56 GMT
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HA, it works. Thanks for reminding me to divide the map into sections.

(Btw, why does the edit button go away?)

Subject: Re: texturing problem...
Posted by Jerad2142 on Mon, 09 Oct 2006 15:29:48 GMT
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I think there is a glitch with LE, if you use it for to long other buttons will disappear. Try resizing the window, that usually brings the buttons back.

Subject: Re: texturing problem...
Posted by R315r4z0r on Mon, 09 Oct 2006 15:40:32 GMT
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lol, that happens to me... But things on my task bar go away. Like the start button, or the clock...

Subject: Re: texturing problem...
Posted by LR01 on Mon, 09 Oct 2006 16:09:29 GMT
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I have that to, and sometime to switchs programs I need to use alt+tab

Subject: Re: texturing problem...
Posted by Zion on Mon, 09 Oct 2006 22:05:33 GMT
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CRTL+ALT+DEL
 v
Close explorer.exe and re-run it (i think it automatically runs itself after a cirtain mmount of time).

Subject: Re: texturing problem...
Posted by sleepyjo2 on Mon, 09 Oct 2006 23:47:41 GMT
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That opens the Task Manager.

Subject: Re: texturing problem...
Posted by FynexFox on Mon, 09 Oct 2006 23:55:13 GMT
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Step 1. Press Ctrl+Alt+Del
Step 2. Clikc processes tab
Step 3. Find exlporer, select it and press End Process, confirm if it asks.
Step 4. Click the applications tab.

Step 5. Press the new task button
Step 6. type in explorer.exe, press ok.

Subject: Re: texturing problem...
Posted by R315r4z0r on Tue, 10 Oct 2006 19:18:23 GMT
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easier way to do it... is to right click on the task bar, click "lock the taskbar", then right click, and click "lock the taskbar" again.

It refreshes the barr, so it goes back to normal.