Subject: >.<
Posted by _SSnipe_ on Sat, 19 May 2007 01:57:12 GMT

level edit error i unistalled and reinstalled and shows no presents

File Attachments
1) leveledit error.JPG, downloaded 939 times

Untitled - Commando Level Editor

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

Missing Presets

The following objects were removed from the level because their p
You can remap these objects to a different preset by double-clicki
below. Where possible, a best guess is entered by default.

Removed Object List:

Object	Preset
Default.1300000564	
Default.1300000563	
Default.1300000562	
Default.1300000561	
Default.1300000560	
Default.1300000559	
Default.1300000558	
Default.1300000557	
Default.1300000556	
Default.1300000555	
Default.1300000554	
Default.1300000553	
Default.1300000552	
Default.1300000551	
Default.1300000550	
Default.1300000549	
Default.1300000548	
Default.1300000547	
Default.1300000546	

OK   Cancel

No preset for Default.1300000475, removing from level.
No preset for Default.1300000476, removing from level.
No preset for Default.1300000477, removing from level.

Ready

Subject: Re: >.<
Posted by BlueThen on Sat, 19 May 2007 02:08:47 GMT
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Several of my friends have that error.... I still don't know how to fix it.

Subject: Re: >.<
Posted by AoBfrost on Sat, 19 May 2007 02:41:15 GMT
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joe937465 wrote on Fri, 18 May 2007 21:57level edit error i unistalled and reinstalled and shows no presents

KEEP IT TO ONE THREAD, You have like 5 threads about the same exact thing, I dont mean to be rude, but it is getting annoying to look for updated mods and find 500 of the same issue in 500 different threads.

Subject: Re: >.<
Posted by Zion on Sat, 19 May 2007 11:24:09 GMT
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You're mising presets. Either import the presets where they are or ignore and recreate them.

Subject: Re: >.<
Posted by nopol10 on Sat, 19 May 2007 11:27:30 GMT
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joe937465 wrote on Fri, 18 May 2007 21:57level edit error i unistalled and reinstalled and shows no presents

LevelEdit gives no presents, Santa Claus does.

Just take the objects.ddb and put it into the presets folder in your mod folder. You just have to extract the objects.ddb and temps20.ddb (or something) and also convs10.cdb

---

Subject: Re: >.<
Posted by Zion on Sat, 19 May 2007 11:31:03 GMT
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Ohh i see now. You need a regisrty fix to make it work.

>>CLICKY<<

Subject: Re: >.<
Posted by Lone0001 on Sat, 19 May 2007 12:19:46 GMT
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I have that same problem where presets don't show I tryed that it doesn't work for me it says "missing fullmoon.tga"

Subject: Re: >.<
Posted by Zion on Sat, 19 May 2007 15:52:55 GMT
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Do the registry fix for it, that will fix it.

Subject: Re: >.<
Posted by Lone0001 on Sat, 19 May 2007 19:22:14 GMT
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like i said in my previous post that did not fix it.

Subject: Re: >.<
Posted by Spyder on Sun, 20 May 2007 09:14:01 GMT
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Few questions:
1. Are you using Jonwil's version of LevelEdit?
2. Is there an objects.ddb file in the presets folder. Presets get loaded from that file. It could be the cause of this problem.
3. Have you tried to rename the always.dat file to objects.ddb which doesn't load properly?

1. If not download Jonwil's Version.
2. If there's no objects.ddb file in the presets folder I will send you a default file.
3. This won't work. You should try to open Always2.dat and extract the objects.ddb file out of it.

Subject: Re: >.<
Posted by Lone0001 on Sun, 20 May 2007 10:53:23 GMT
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Quote:2. If there's no objects.ddb file in the presets folder I will send you a default file.

It would probably be this one, but I think I'm missing another file "fullmoon.tga" unless that comes with objects.ddb or you just don't need it?

Subject: Re: >.<
Posted by Spyder on Sun, 20 May 2007 13:07:37 GMT
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You don't need that file. It keeps saying I miss the file too, but I don't see any problem in NOT having the file.

Subject: Re: >.<
Posted by Sn1per74* on Sun, 20 May 2007 14:08:02 GMT
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darksnipa wrote on Sun, 20 May 2007 04:14Few questions:
1. Are you using Jonwil's version of LevelEdit?

How do you know if your using Jonwil's LE?
I'm not sure which im using, is there anything better about it?

Subject: Re: >.<
Posted by Spyder on Sun, 20 May 2007 16:43:41 GMT
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I reads the scripts from your renegade folder so you don't need to make a new folder called 'scripts' everytime and it contains some bug and name fixes.

Subject: Re: >.<
Posted by Lone0001 on Sun, 20 May 2007 17:15:09 GMT
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link to download objects.ddb?

Subject: Re: >.<
Posted by Canadacdn on Sun, 20 May 2007 19:26:15 GMT
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Traffic light of death!

Subject: Re: >.<
Posted by Spyder on Mon, 21 May 2007 09:34:11 GMT
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If you have XCC-Mixer, you can extract the file from Aways2.dat or Always.dbs try both.

Subject: Re: >.<
Posted by Nightma12 on Mon, 21 May 2007 12:28:35 GMT
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do you ahve renegade installed on that PC?

Subject: Re: >.<
Posted by Spyder on Mon, 21 May 2007 17:08:08 GMT
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Ok...Here's the file

http://in.solit.us/archives/dcode/255648977

Subject: Re: >.<
Posted by Jerad2142 on Mon, 21 May 2007 17:43:00 GMT
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Okay, usually when I see this error it means that I made a new preset, placed it on the map. Then I saved the map, and quit level editor without saving the presets. 2 fixes to this, remake the preset named default, or you can sub another preset in for it.

Subject: Re: >.<
Posted by Lone0001 on Mon, 21 May 2007 17:52:02 GMT
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darksnipa presets folder
Where would I find that if it's supposed to be the the level edit folder it's not there?

Subject: Re: >.<
Posted by Spyder on Mon, 21 May 2007 18:17:57 GMT
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You normally find it here:
C:\Program Files\RenegadePublicTools\<modname>\Presets\

Subject: Re: >.<
Posted by Lone0001 on Mon, 21 May 2007 18:32:29 GMT
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well i dont see a presets folder

Subject: Re: >.<
Posted by Spyder on Mon, 21 May 2007 18:33:36 GMT
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Create a new one, else download this if it doesn't work:
http://renhelp.net/downloads/LevelEdit_Jonwil.zip

Subject: Re: >.<
Posted by Lone0001 on Mon, 21 May 2007 19:14:03 GMT
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ok as you can see presets are now loaded but when I start it I get this:

and i tried that other one you suggested it doesn't work.

Subject: Re: >.<
Posted by Spyder on Mon, 21 May 2007 19:38:30 GMT
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Ouch >_<, have you installed jonwil's version?

Subject: Re: >.<
Posted by _SSnipe_ on Mon, 21 May 2007 19:54:47 GMT
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where can i get that version?

Subject: Re: >.<
Posted by Zion on Mon, 21 May 2007 21:18:39 GMT
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lone0001 wrote on Mon, 21 May 2007 20:14ok as you can see presets are now loaded but when I start it I get this:

and i tried that other one you suggested it doesn't work.

That means that it cannot find where Renegade is installed. Like i said before the registry fix will fix this.

A work around is to create a folder on the C: drive called Westwood. In this folder create another called Renegade. Copy and paste everything from the TFD Renegade folder to this new folder and fix the registry to read from that. (This is a highly advanced thing to do especially 'messing' around in the registry. DO NOT attempt unless you know EXACTALY what you're doing!)

Subject: Re: >.<
Posted by Lone0001 on Mon, 21 May 2007 23:19:18 GMT
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I tryed that it didn't work here's what i put in registry "C:\Westwood\Renegade" and "C:\Westwood" I created folders like u said if I put it in wrong tell me.

Subject: Re: >.<
Posted by Canadacdn on Mon, 21 May 2007 23:34:05 GMT
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General tips to stop LevelEdit from hating you:

-Don't mess around with the presets unless you know what you are doing, or have a backup

-Don't eave ANY fields empty when applying a script to something, or LE will crash

-Don't open your mod's map with another mod package's information

That's all I can think of at the moment.

Subject: Re: >.<
Posted by Lone0001 on Mon, 21 May 2007 23:48:17 GMT
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well that doesn't apply here to much since it was messed up to start with.

Subject: Re: >.<
Posted by Zion on Tue, 22 May 2007 07:10:45 GMT
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lone0001 wrote on Tue, 22 May 2007 00:19I tryed that it didn't work here's what i put in registry "C:\Westwood\Renegade" and "C:\Westwood" I created folders like u said if I put it in wrong tell me.

You forgot the trailing slash!

It should be "C:\Westwood\Renegade\".

Subject: Re: >.<
Posted by Lone0001 on Tue, 22 May 2007 13:07:17 GMT
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oh ok I'll try that

Subject: Re: >.<
Posted by Lone0001 on Tue, 22 May 2007 19:46:22 GMT
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ok it's now all working thank you to everyone who helped and sorry to drag this post on.

Subject: Re: >.<
Posted by Spyder on Tue, 22 May 2007 20:17:06 GMT
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You're welcome. That's what this forum is for, to help and support each other.

Subject: Re: >.<
Posted by Zion on Wed, 23 May 2007 00:07:07 GMT
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