Subject: Gameplay is Pending and no floor Posted by sauron--the--king on Fri, 06 Feb 2009 10:51:14 GMT View Forum Message <> Reply to Message

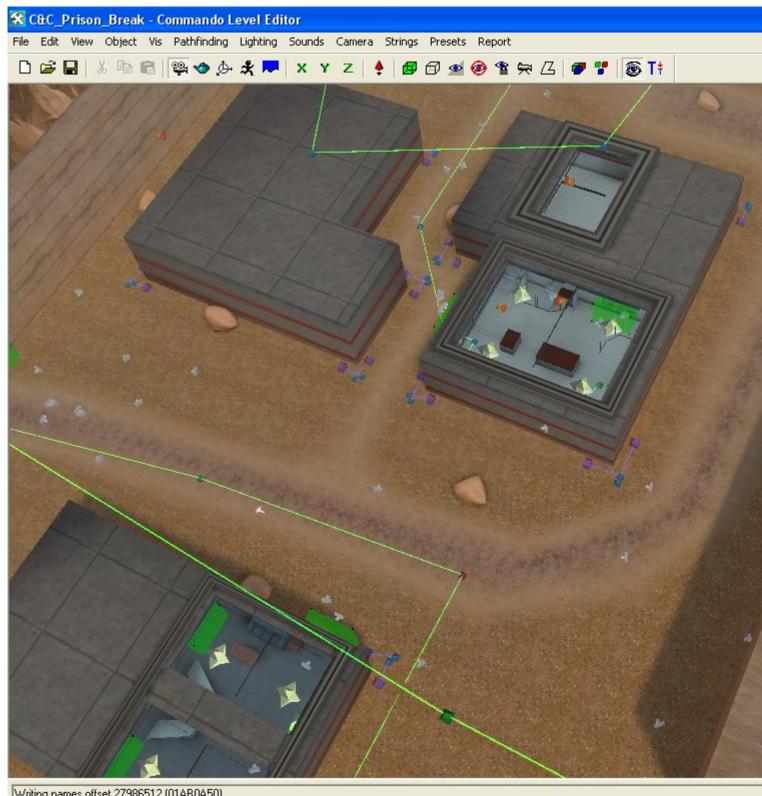
Hello,

I was editing the level M08. At the start I wanted to test it right away. The map is called C&C_Prison_Break, so I saved it in LE and exported it as "C&C_Prison_Break.mix". When I started Renegade, I went to Lan and adjusted the settings. A made some screenshots of this. Than I selected the map and started it. There was no floor and "Gameplay is Pending". You just fall in to the nothingness. So can anyone help me with getting these 2 things right? Kind Regards, Brian

File Attachments

1) Prison Break.JPG, downloaded 783 times

Page 1 of 11 ---- Generated from Command and Conquer: Renegade Official Forums

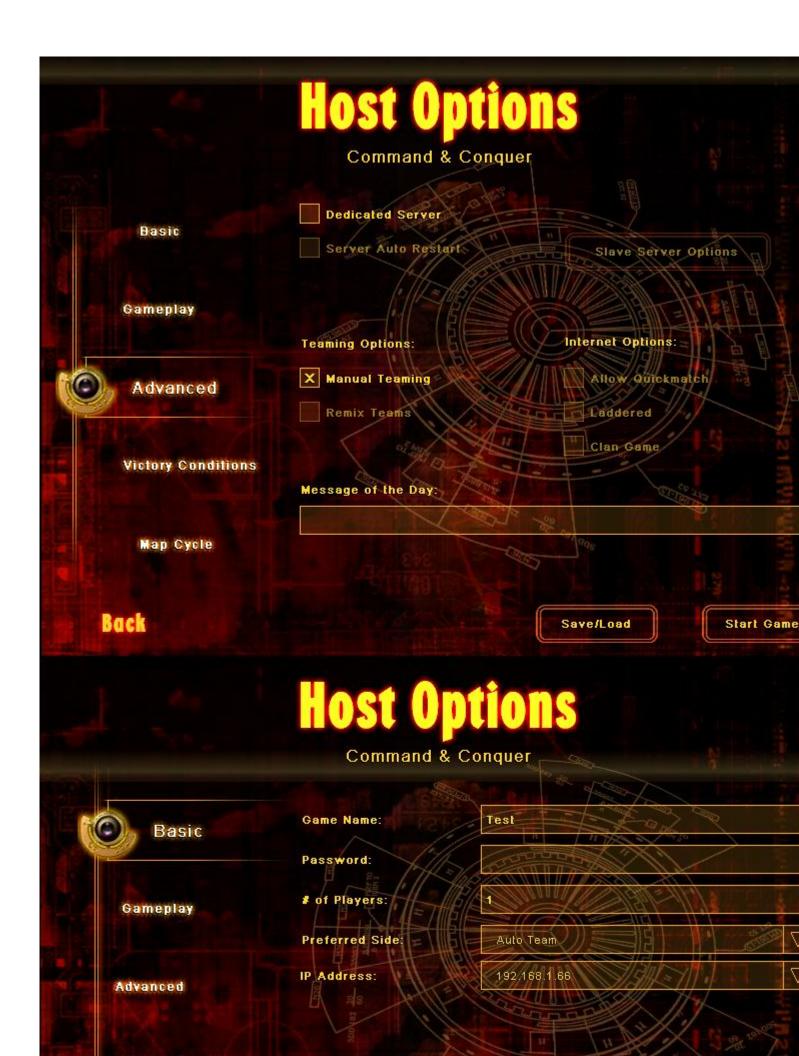


Writing names offset 27986512 (01AB0A50)

TimeManager::Update: warning, frame 18026 was slow (18317 ms) TimeManager::Update: warning, frame 18027 was slow (4249 ms)

Camera (-49.78

2) Prison Break 2.JPG, downloaded 789 times



3) No Floor.JPG, downloaded 771 times



Subject: Re: Gameplay is Pending and no floor Posted by Di3HardNL on Fri, 06 Feb 2009 12:51:35 GMT View Forum Message <> Reply to Message

When I edit maps I always rename the original map like yours C&C_Prison_Break.mix to C&C_Prison_Break2.mix.

Save your new map to C&C_Prison_Break.mix

Try it

Subject: Re: Gameplay is Pending and no floor Posted by ErroR on Fri, 06 Feb 2009 13:03:17 GMT

View Forum Message <> Reply to Message

maybe the original mission terrain is missing...

Subject: Re: Gameplay is Pending and no floor

Posted by danpaul88 on Fri, 06 Feb 2009 13:05:52 GMT

View Forum Message <> Reply to Message

For mix maps you have to temp the terrain preset and name it the same as the name of the .mix file, for example temp the M08 terrain and name the new preset C&C_Prison_Break. Then delete the instance of M08 terrain preset (use the instances tab for this) and create the newly temped one in it's place.

This has always worked for me anyway, whether there's another way of doing it I don't know for certain.

Subject: Re: Gameplay is Pending and no floor Posted by sauron--the--king on Fri, 06 Feb 2009 13:17:22 GMT

View Forum Message <> Reply to Message

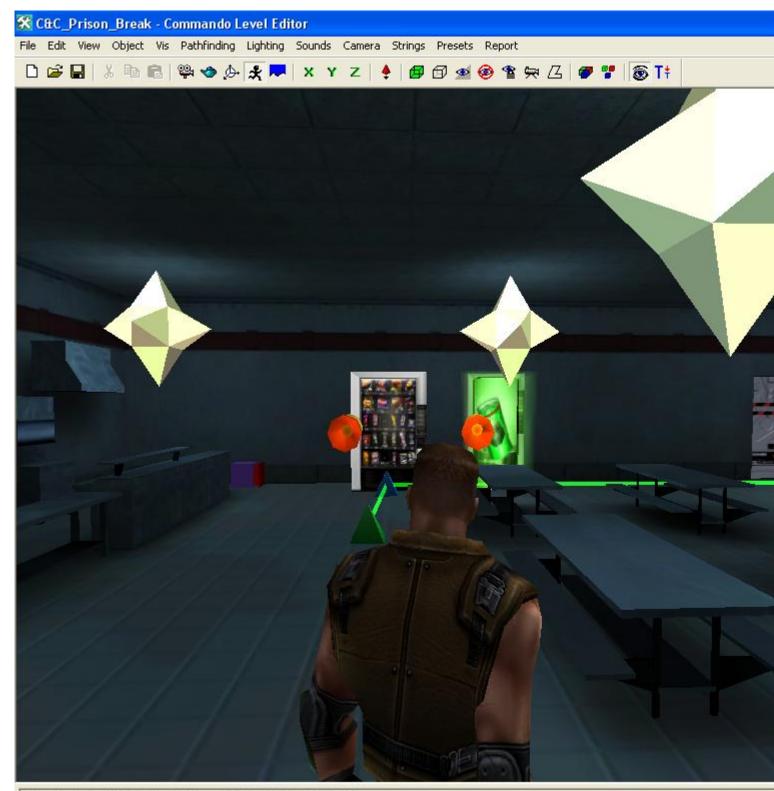
Trying it right away grtz, Brian

EDIT:

Nope still doesn't work. I have 2 more screenshots. You can see that only the level itsef disappears. Everything else will stay on its place. If I use the walk mode in LE I can still see anything. It must be something in Renegade itself than I suppose. Plz help Kind Regard, Brian

File Attachments

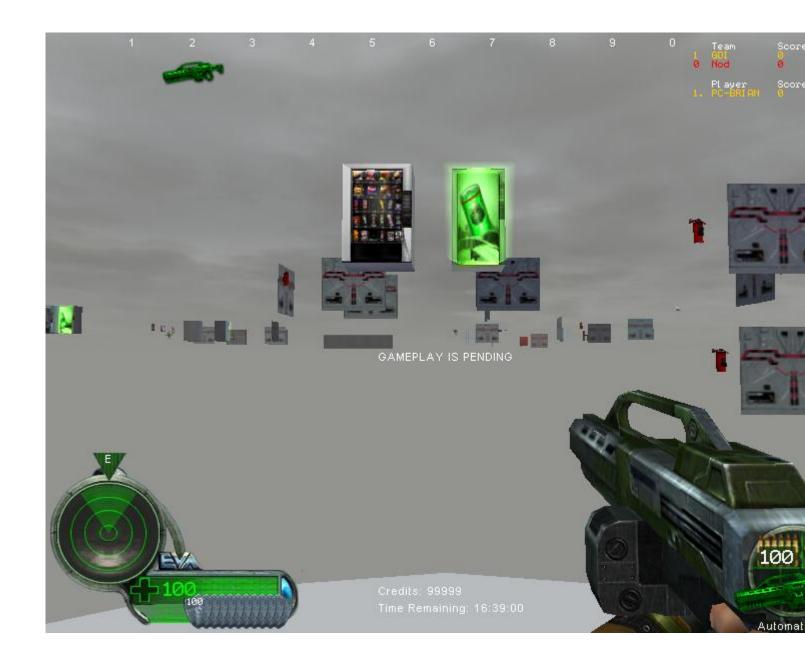
1) Prison Break.JPG, downloaded 616 times



Attempting to load: G:\Westwood\Renegade\DATA\H_A_AQA2.W3D Attempting to load: G:\Westwood\Renegade\H_A_AQA2.W3D Attempting to load: Always\Characters\Anims\H_A_AQA2.W3D

Ready Camera (-96,36

2) Prison Break 2.JPG, downloaded 623 times



Subject: Re: Gameplay is Pending and no floor Posted by danpaul88 on Fri, 06 Feb 2009 19:25:55 GMT View Forum Message <> Reply to Message

And you did remember to delete the old terrain instance on the instances tab before making an instance of the new temp? (Screenshot of the instances tab would be good, just so we are clear that we understand each other on this bit)

Subject: Re: Gameplay is Pending and no floor Posted by sauron--the--king on Fri, 06 Feb 2009 21:46:39 GMT

View Forum Message <> Reply to Message

hey,
Just tried that, it didn't work. I think
the tiles from this map are missing in the
Renegade folder. Could anyone send me those
than I can try that. Thanks
Kind regards,
Brian

Subject: Re: Gameplay is Pending and no floor Posted by zunnie on Sat, 07 Feb 2009 13:31:04 GMT

View Forum Message <> Reply to Message

The terrain W3D's filenames must be unique in the whole entire data folder from renegade.

If your map mixfile has terrainfilename "bla.w3d", then if another mixfile has "bla.w3d" as well you will fall through the floor.

It's a renegade bug.

w3d filenames must be completely 100% unique in data folder.

Subject: Re: Gameplay is Pending and no floor Posted by danpaul88 on Sat, 07 Feb 2009 14:20:55 GMT

View Forum Message <> Reply to Message

So, based on that, if he was to delete the terrains .w3d file from his map's .mix file, hence forcing it to load from the single remaining copy in m08.mix (or always.dat, whichever has it), that should fix the problem?

Subject: Re: Gameplay is Pending and no floor Posted by sauron--the--king on Sat, 07 Feb 2009 18:18:48 GMT View Forum Message <> Reply to Message

hev.

I just removed every last thing from Renegade off my computer.

Than I re-installed everything and imported all stuff from

Reborn I wanted on it. Now I can finally place a MK-2 in my

LE in M08 But thank you all for your help

The file from M08 was missing from Renegade, that's why

it didn't function

Thank you very much, grtz,

Brian

Subject: Re: Gameplay is Pending and no floor Posted by danpaul88 on Sat, 07 Feb 2009 19:53:50 GMT

View Forum Message <> Reply to Message

Well if you had said you deleted M08.mix I would have told you that was the problem in the first place I just assumed you wouldn't have done so, since there is no reason to.

Subject: Re: Gameplay is Pending and no floor Posted by sauron--the--king on Sat, 07 Feb 2009 23:44:05 GMT

View Forum Message <> Reply to Message

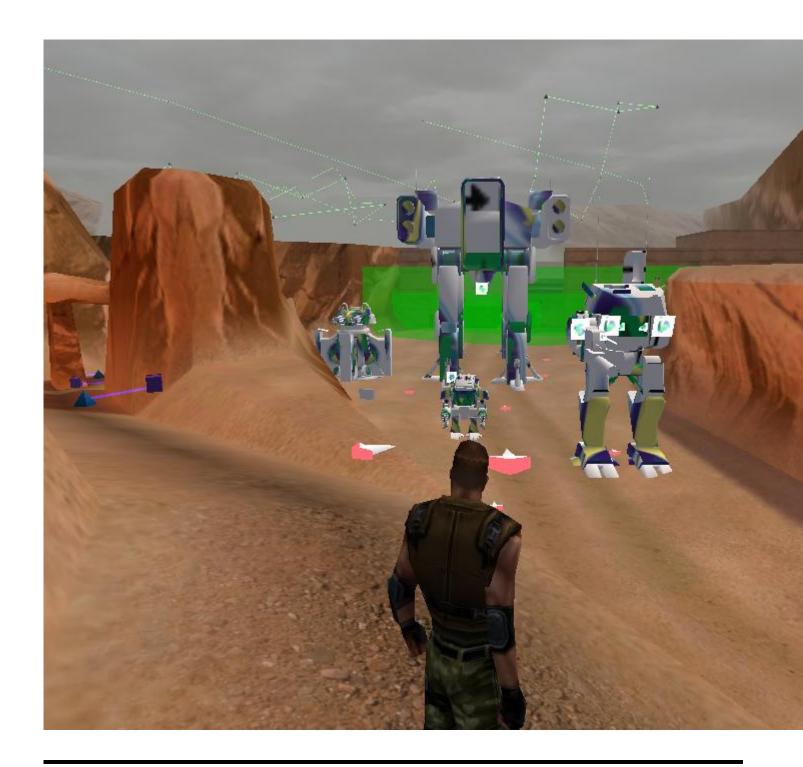
hey,

Yeah sorry, didn't delete it myself I think my brother did it or something like that That's why I didn't know what I had to do too But now almost everything works fine. Here is one more question, I want to have some new units in Renegade. But in LE they don't look that pretty. You can see that in the screenshot. Does anyone know how you can change that? (Btw, yes those are Reborn things) Grtz, Brian

File Attachments

1) Prison Break.JPG, downloaded 505 times

Page 9 of 11 ---- Generated from Command and Conquer: Renegade Official Forums



Subject: Re: Gameplay is Pending and no floor Posted by danpaul88 on Sun, 08 Feb 2009 01:29:33 GMT View Forum Message <> Reply to Message

Thats the missing textures texture, make sure you steal the textures from Reborn as well as just the models if your going to do that.

I hope you have permission from the Reborn team to do that, otherwise it is technically stealing you know.

Subject: Re: Gameplay is Pending and no floor Posted by sauron--the--king on Sun, 08 Feb 2009 09:27:58 GMT

View Forum Message <> Reply to Message

Hey,

I downloaded all that stuff from one of the forums:

http://www.renegadeforums.com/index.php?t=msg&goto=363001&rid=24329&srch=Reborn+stuff#msg_363001

But if that is stealing I won't use it
I will just wait untill summer for Reborn and make my own maps in there with those vehicles.

Kind regards,
Brian

Subject: Re: Gameplay is Pending and no floor Posted by Oblivion165 on Mon, 09 Feb 2009 07:09:28 GMT View Forum Message <> Reply to Message

NVM