Subject: Level edit

Posted by farheen on Sun, 26 Jul 2009 16:40:08 GMT

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im new to this forum, whenever i start Level Edit and try to load terrain and gdi base and all that. it says this,

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Toggle Spoiler, 530.78, -11.48)
Unable to split node! objcount = 6. (-190.17,512.11,-1.66)
Unable to split node! objcount = 8.(-198.33,515.71,-1.66)
Unable to split node! objcount = 6. (-201.86,513.64,-11.10)
Unable to split node! objcount = 10. (-189.41,541.53,-27.34)
Unable to split node! objcount = 4. (-190.90,534.79,-27.81)
Unable to split node! objcount = 12. (-190.38,527.06,-27.78)
Unable to split node! objcount = 4. (-206.83,533.39,13.89)
Unable to split node! objcount = 12. (-217.33,533.67,17.47)
Unable to split node! objcount = 4. (-215.51,539.37,6.35)
Unable to split node! objcount = 7.(-215.81,526.72,7.98)
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Unable to split node! objcount = 4.(-220.49.542.40, -9.14)
Unable to split node! objcount = 6.(-290.60,535.88,31.75)
Unable to split node! objcount = 4.(-298.98,531.28,35.09)
Unable to split node! objcount = 4.(-282.33,545.44,24.44)
Unable to split node! objcount = 4. (-297.01,531.79,22.76)
Unable to split node! objcount = 3.(-306.50,536.25,22.76)
Unable to split node! objcount = 7.(-290.99,523.24,31.36)
Unable to split node! objcount = 4.(-300.93,523.87,31.56)
Unable to split node! objcount = 3. (-272.94,522.91,21.86)
Unable to split node! objcount = 4.(-290.51,524.50,24.39)
Unable to split node! objcount = 4. (-297.27,524.50,24.39)
Unable to split node! objcount = 5. (-306.31,523.83,22.76)
Unable to split node! objcount = 3.(-276.06,514.24,23.38)
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Unable to split node! objcount = 4. (-296.19,509.12,23.32)
Unable to split node! objcount = 8.(-293.84,500.31,23.07)
Unable to split node! objcount = 16. (-283.92,552.52,17.78)
Unable to split node! objcount = 10. (-278.23,546.84,18.28)
Unable to split node! objcount = 6.(-292.19,547.02,17.78)
Unable to split node! objcount = 6. (-276.76,536.80,18.28)
Unable to split node! objcount = 4.(-281.40,538.07,17.15)
Unable to split node! objcount = 4.(-276.31,528.73,17.94)
Unable to split node! objcount = 6.(-283.05,528.78,17.91)
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Unable to split node! objcount = 5.(-293.60,539.94,19.27)
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Unable to split node! objcount = 13. (-311.33,538.80,18.89)
Unable to split node! objcount = 6. (-314.42,532.81,17.15)
Unable to split node! obicount = 8. (-297.88.529.28.17.68)
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Unable to split node! objcount = 8. (-313.84,516.33,17.78)
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Unable to split node! objcount = 3.(54.37,330.52,0.92)
Unable to split node! objcount = 3.(33.46,324.65,3.54)
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Unable to split node! objcount = 3. (-140.79,351.55,19.24)
Unable to split node! objcount = 4. (-142.92,349.56,15.42)
Attempting to load: C:\Program
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Files\RenegadePublicTools\LevelEdit\new\tiles\dsapo\HND_INT_LM005.W3D

Attempting to load: C:\Program

Files\RenegadePublicTools\LevelEdit\new\tiles\HND INT LM005.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\hnd_pct_master.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hnd_pct_master.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E_FLAME4.W3D

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aggregates\hand of nod\E_FLAME4.W3D

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Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E_19_REDSPRK.W3D

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Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E_FLAME2.W3D

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Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building

aggregates\hand of nod\E FLAME2.W3D

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Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building
aggregates\E_FLAME2.W3D
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Unable to split node! objcount = 10. (-179.97,531.67,21.50)
Unable to split node! objcount = 6. (-180.34,530.05,14.70)
Unable to split node! objcount = 8. (-185.48,536.66,18.17)
Unable to split node! objcount = 4. (-185.48,528.90,17.33)
Unable to split node! objcount = 4.(-177.70,540.63,5.91)
Unable to split node! objcount = 4. (-182.99,539.40,6.43)
Unable to split node! objcount = 3. (-181.01,535.13,5.22)
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Unable to split node! objcount = 4. (-155.46,549.90,-3.95)
Unable to split node! objcount = 6.(-144.76,524.09,-3.95)
Unable to split node! objcount = 4. (-155.46,524.09,-3.95)
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Unable to split node! objcount = 4.(-179.85,544.90,-2.70)
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Unable to split node! objcount = 4. (-178.24,554.09,-9.26)
Unable to split node! objcount = 6. (-178.24,545.58,-9.26)
Unable to split node! objcount = 4. (-169.29,531.13,-2.70)
Unable to split node! objcount = 6.(-179.29,529.40,-2.70)
Unable to split node! objcount = 4. (-167.29,522.74,-2.39)
Unable to split node! objcount = 6.(-174.62,522.74,-2.39)
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Unable to split node! objcount = 4. (-168.19,520.99,-9.26)
Unable to split node! objcount = 4. (-178.24,533.54,-9.26)
Unable to split node! obicount = 8.(-178.24.523.79.-9.26)
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Unable to split node! objcount = 4. (-164.46,539.11,-14.48)
Unable to split node! objcount = 4. (-148.89,525.26,-11.61)
Unable to split node! objcount = 4. (-158.88, 526.46, -14.11)
Unable to split node! objcount = 4. (-169.04,539.09,-14.48)
Unable to split node! objcount = 8. (-182.37,539.11,-14.48)
Unable to split node! objcount = 6. (-168.02,538.04,-30.11)
Unable to split node! objcount = 4. (-168.02,531.16,-30.11)
Unable to split node! objcount = 4.(-170.99,524.72,-30.11)
Unable to split node! objcount = 5. (-178.52,541.19,-28.21)
Unable to split node! objcount = 8. (-182.16,530.84,-28.62)
Unable to split node! objcount = 4. (-189.21,535.08,22.05)
Unable to split node! objcount = 13. (-188.55,532.56,10.28)
Unable to split node! objcount = 8. (-196.22,538.37,10.54)
Unable to split node! objcount = 4. (-193.61,526.85,9.69)
Unable to split node! objcount = 5. (-199.14,524.95,9.69)
Unable to split node! objcount = 4. (-189.03,552.69,-1.66)
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Unable to split node! objcount = 4. (-191.51,550.82,-13.64)
Unable to split node! objcount = 6. (-191.61,531.34,-2.45)
Unable to split node! objcount = 8. (-195.26,530.78,-11.48)
Unable to split node! objcount = 6. (-190.17,512.11,-1.66)
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Unable to split node! objcount = 6.(-217.33,537.69,17.47)
Unable to split node! obicount = 6.(-217.33.529.59.17.47)
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Unable to split node! objcount = 4.(-206.99,515.85,-1.66)
Unable to split node! objcount = 8. (-223.61,566.03,-10.31)
Unable to split node! objcount = 6.(-208.15,537.39,-9.94)
Unable to split node! objcount = 6.(-222.00,529.20,-9.14)
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Unable to split node! objcount = 4. (-298.98,531.28,35.09)
Unable to split node! objcount = 3.(-291.65,524.94,30.04)
Unable to split node! objcount = 6. (-294.24,521.68,29.95)
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Unable to split node! objcount = 6.(-277.52,542.92,18.28)
Unable to split node! objcount = 6.(-292.19,545.38,17.78)
Unable to split node! objcount = 6. (-280.96,536.78,18.28)
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Unable to split node! objcount = 3. (-315.89, 536.70, 18.89)
Unable to split node! objcount = 4. (-310.12,528.40,17.15)
Unable to split node! objcount = 10. (-313.80,530.56,17.78)
Unable to split node! objcount = 8.(-276.64,520.48,20.00)
Unable to split node! objcount = 4.(-279.93,519.91,20.22)
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Unable to split node! objcount = 7.(-285.24,520.53,20.37)
Unable to split node! objcount = 5. (-276.06,514.24,22.68)
Unable to split node! objcount = 3.(-285.62,513.84,22.68)
Unable to split node! objcount = 4. (-296.19,513.36,25.00)
Unable to split node! objcount = 4. (-294.56,515.66,17.49)
Unable to split node! objcount = 4.(-289.25,506.99,19.47)
Unable to split node! objcount = 12. (-295.62,506.99,21.10)
Unable to split node! objcount = 6. (-293.52,498.37,23.07)
Unable to split node! objcount = 4. (-301.82,519.12,16.92)
Unable to split node! objcount = 6.(-307.79,517.59,17.15)
Unable to split node! objcount = 8.(-313.09,523.79,18.53)
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Unable to split node! objcount = 4. (-169.26,541.24,-2.70)
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Unable to split node! objcount = 4. (-158.88, 526.46, -14.11)
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Unable to split node! objcount = 5. (-178.52,541.19,-28.21)
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Unable to split node! objcount = 4. (-188.42,530.27,19.27)
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Unable to split node! objcount = 4. (-208.29,529.97,-9.94)
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Unable to split node! objcount = 5.(-292.80,535.43,31.75)
Unable to split node! objcount = 4.(-298.98,531.28,35.09)
Unable to split node! objcount = 9. (-291.17,522.65,31.05)
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Unable to split node! objcount = 5. (-300.93,521.68,31.06)
Unable to split node! objcount = 6. (-280.46,553.09,17.78)
Unable to split node! objcount = 10. (-278.23,546.84,18.28)
Unable to split node! objcount = 10. (-287.07,552.46,17.78)
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Unable to split node! objcount = 4.(-281.40,538.07,17.15)
Unable to split node! objcount = 4. (-279.22,533.36.18.28)
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Unable to split node! objcount = 4.(-283.74,527.13,17.54)
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Unable to split node! objcount = 6. (-303.37,533.47,22.76)
Unable to split node! objcount = 5. (-300.06, 540.02, 19.31)
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Unable to split node! objcount = 4.(-217.33,533.48,17.48)
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Unable to split node! objcount = 3. (-171.51,537.55,-1.11)
Unable to split node! objcount = 5. (-208.03,533.11,7.63)
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Unable to split node! objcount = 3. (-169.57,531.68,-30.60)
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Unable to split node! objcount = 3. (-161.81,446.49,34.13)
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Unable to split node! objcount = 3.(1.78,370.19,10.48)
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Unable to split node! objcount = 4. (-59.50, 157.06, 1.34)
Unable to split node! objcount = 3.(-54.34,180.81,0.77)
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Unable to split node! objcount = 3. (-64.28,171.18,-0.65) Unable to split node! objcount = 3. (112.61,96.33,11.70) Unable to split node! objcount = 4. (114.58, 93.56, 10.95)Unable to split node! objcount = 5. (109.86, 94.52, 11.85)Unable to split node! objcount = 5. (104.57,118.37,12.17) Unable to split node! objcount = 4. (28.25,97.59,5.46)Unable to split node! objcount = 3.(-7.23,102.08,1.37)Unable to split node! objcount = 3.(-4.02,79.71,3.14)Unable to split node! objcount = 6.(67.17,13.41,6.39)Unable to split node! objcount = 4. (90.54, -42.03, 5.20)Unable to split node! objcount = 3. (50.08, -22.41, 10.13)Unable to split node! obicount = 3. (1.54.-36.21.-0.60)Unable to split node! objcount = 3. (-30.54, 55.63, 2.23)Unable to split node! objcount = 3.(-81.45,65.82,11.28)Unable to split node! objcount = 3. (-35.92,36.94,1.18) Unable to split node! objcount = 3. (-51.44, -65.69, 17.93)Unable to split node! objcount = 3. (-107.51,289.62,-8.58) TimeManager::Update: warning, frame 133 was slow (18403 ms) TimeManager::Update: warning, frame 298 was slow (8070 ms) TimeManager::Update: warning, frame 301 was slow (3144 ms) TimeManager::Update: warning, frame 305 was slow (8579 ms) TimeManager::Update: warning, frame 317 was slow (12543 ms)

can u help me?

Subject: Re: Level edit

Posted by cnc95fan on Sun, 26 Jul 2009 16:45:51 GMT

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Erm, did it actually fail to load? That's guite normal

Subject: Re: Level edit

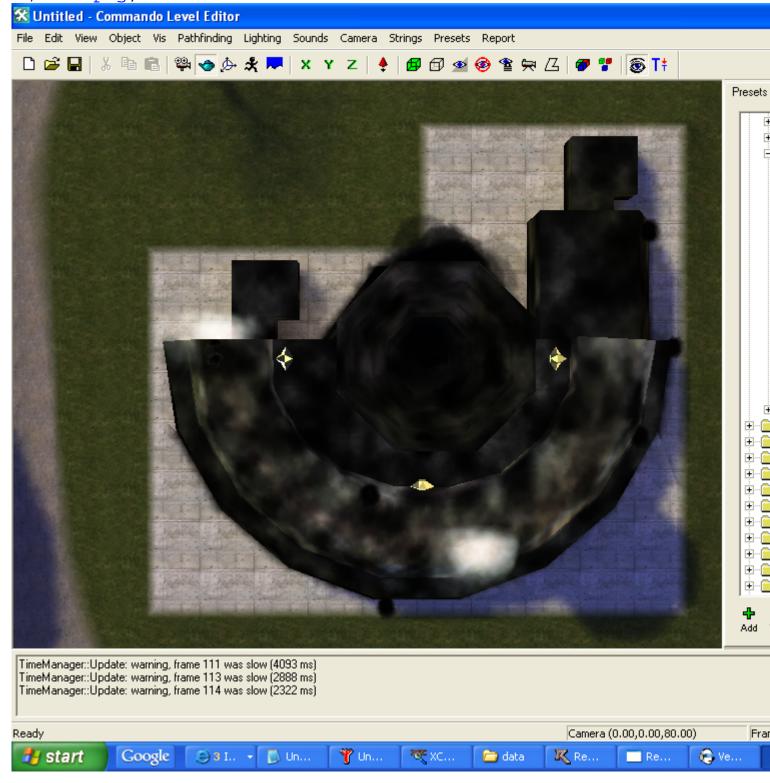
Posted by farheen on Sun, 26 Jul 2009 16:58:54 GMT

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cnc95fan wrote on Sun, 26 July 2009 12:45Erm, did it actually fail to load? That's quite normal

yea, and it just loads pp and the ground just that, when i try to load level - single player. Level_01 0108 01 0108 - GDI base 01 0108 - terrain and all that things.. like this

1) lol.png, downloaded 218 times



Subject: Re: Level edit

Posted by LR01 on Mon, 27 Jul 2009 09:24:24 GMT

Well, there is nothing wrong whit the giant text log LE give you.

Subject: Re: Level edit

Posted by farheen on Mon, 27 Jul 2009 14:42:52 GMT

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LR01 wrote on Mon, 27 July 2009 04:24Well, there is nothing wrong whit the giant text log LE give you.

then why it only shows a gdi powerplant, wheres the half map?

Subject: Re: Level edit

Posted by ErroR on Mon, 27 Jul 2009 14:54:40 GMT

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Move using your numpad. 8 is up, 2 is down, 4 is left, 6 is right. 7,1,9,3 are respectively look up look down, move up, move down.

Also press F8 then esc (only first time or it does nothign) then f8 again

Subject: Re: Level edit

Posted by farheen on Mon, 27 Jul 2009 18:00:19 GMT

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ErroR wrote on Mon, 27 July 2009 09:54Move using your numpad. 8 is up, 2 is down, 4 is left, 6 is right. 7,1,9,3 are respectively look up look down, move up, move down. Also press F8 then esc (only first time or it does nothign) then f8 again thanks i didnt know that, thanks alot, im new to it.

Subject: Re: Level edit

Posted by Shinja on Mon, 27 Jul 2009 20:05:38 GMT

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someimes the solution is sooo simple...

Subject: Re: Level edit

Posted by ErroR on Mon, 27 Jul 2009 22:40:01 GMT

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also hold CTRL to fly faster