
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,

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)

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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)

Unable to split node! objcount = 4. (-207.53,549.37,-1.66)

Unable to split node! objcount = 4. (-205.43,537.15,-0.48)

Unable to split node! objcount = 4. (-209.51,535.94,-1.38)

Unable to split node! objcount = 4. (-205.43,528.83,-0.48)

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Unable to split node! objcount = 6. (-221.39,569.37,-10.31)

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Unable to split node! objcount = 4. (-142.92,349.56,15.42)
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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
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\E_FLAME4.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E_FLAME4.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\E_FLAME4.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E_FLAME4.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\E_FLAME4.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E_FLAME4.W3D

aggregates\hand of nod\E_FLAME2.W3D

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

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Unable to split node! objcount = 4. (-217.33,533.48,17.48)

Unable to split node! objcount = 4. (-219.36,533.10,11.67)
Unable to split node! objcount = 3. (-172.63,493.73,38.25)
Unable to split node! objcount = 3. (-206.23,522.37,13.17)
Unable to split node! objcount = 4. (-166.08,504.62,19.12)
Unable to split node! objcount = 3. (-179.11,539.49,6.14)
Unable to split node! objcount = 3. (-181.99,529.84,6.26)
Unable to split node! objcount = 3. (-171.51,537.55,-1.11)
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Unable to split node! objcount = 4. (-174.09,548.04,-12.77)
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Unable to split node! objcount = 3. (-204.63,530.26,-5.05)
Unable to split node! objcount = 4. (-208.75,514.59,-14.03)
Unable to split node! objcount = 3. (-169.57,535.34,-30.60)
Unable to split node! objcount = 3. (-169.57,531.68,-30.60)
Unable to split node! objcount = 3. (-188.50,534.39,-29.13)
Unable to split node! objcount = 4. (-194.09,539.83,-21.14)
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Unable to split node! objcount = 3. (-286.60,548.09,30.64)
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Unable to split node! objcount = 4. (-297.21,543.18,30.64)
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Unable to split node! objcount = 3. (-286.24,523.89,30.64)
Unable to split node! objcount = 3. (-293.62,526.17,29.69)
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Unable to split node! objcount = 3. (-277.53,547.84,18.59)
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Unable to split node! objcount = 3. (-286.75,522.35,20.50)
Unable to split node! objcount = 5. (-297.76,528.84,17.00)
Unable to split node! objcount = 4. (-291.18,509.97,20.30)
Unable to split node! objcount = 3. (-308.25,524.09,18.59)
Unable to split node! objcount = 5. (-311.48,527.64,18.45)
Unable to split node! objcount = 3. (-314.09,515.58,18.93)
Unable to split node! objcount = 3. (-97.71,445.35,34.32)
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Unable to split node! objcount = 3. (-161.81,446.49,34.13)

Unable to split node! objcount = 3. (1.78,370.19,10.48)
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Unable to split node! objcount = 3. (69.96,328.85,3.53)
Unable to split node! objcount = 3. (59.65,330.52,-1.11)
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Unable to split node! objcount = 3. (34.31,327.75,4.66)
Unable to split node! objcount = 3. (40.87,315.69,3.99)
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Unable to split node! objcount = 3. (-140.74,350.94,31.01)
Unable to split node! objcount = 3. (-173.11,360.83,21.39)
Unable to split node! objcount = 3. (-119.67,337.66,12.94)
Unable to split node! objcount = 3. (-126.16,345.99,13.48)
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Unable to split node! objcount = 3. (-122.98,357.16,9.38)
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Unable to split node! objcount = 3. (-141.57,349.79,13.26)
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Unable to split node! objcount = 3. (-140.73,367.07,12.36)
Unable to split node! objcount = 3. (-136.95,359.23,11.41)
Unable to split node! objcount = 3. (-140.73,357.83,11.03)
Unable to split node! objcount = 3. (-136.53,357.29,9.38)
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Unable to split node! objcount = 3. (-140.66,352.91,9.38)
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Unable to split node! objcount = 3. (117.76,221.91,7.78)
Unable to split node! objcount = 3. (-57.76,241.20,6.18)
Unable to split node! objcount = 3. (-51.02,216.94,7.48)
Unable to split node! objcount = 3. (-53.80,213.09,8.38)
Unable to split node! objcount = 3. (-54.95,219.51,8.38)
Unable to split node! objcount = 3. (56.04,198.99,-1.07)
Unable to split node! objcount = 3. (16.51,289.04,1.41)
Unable to split node! objcount = 3. (-54.52,182.34,8.00)
Unable to split node! objcount = 3. (-48.70,184.04,5.24)
Unable to split node! objcount = 4. (-55.25,182.93,5.04)
Unable to split node! objcount = 4. (-59.41,180.71,5.24)
Unable to split node! objcount = 3. (-71.51,139.07,3.00)
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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! objcount = 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 quite 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

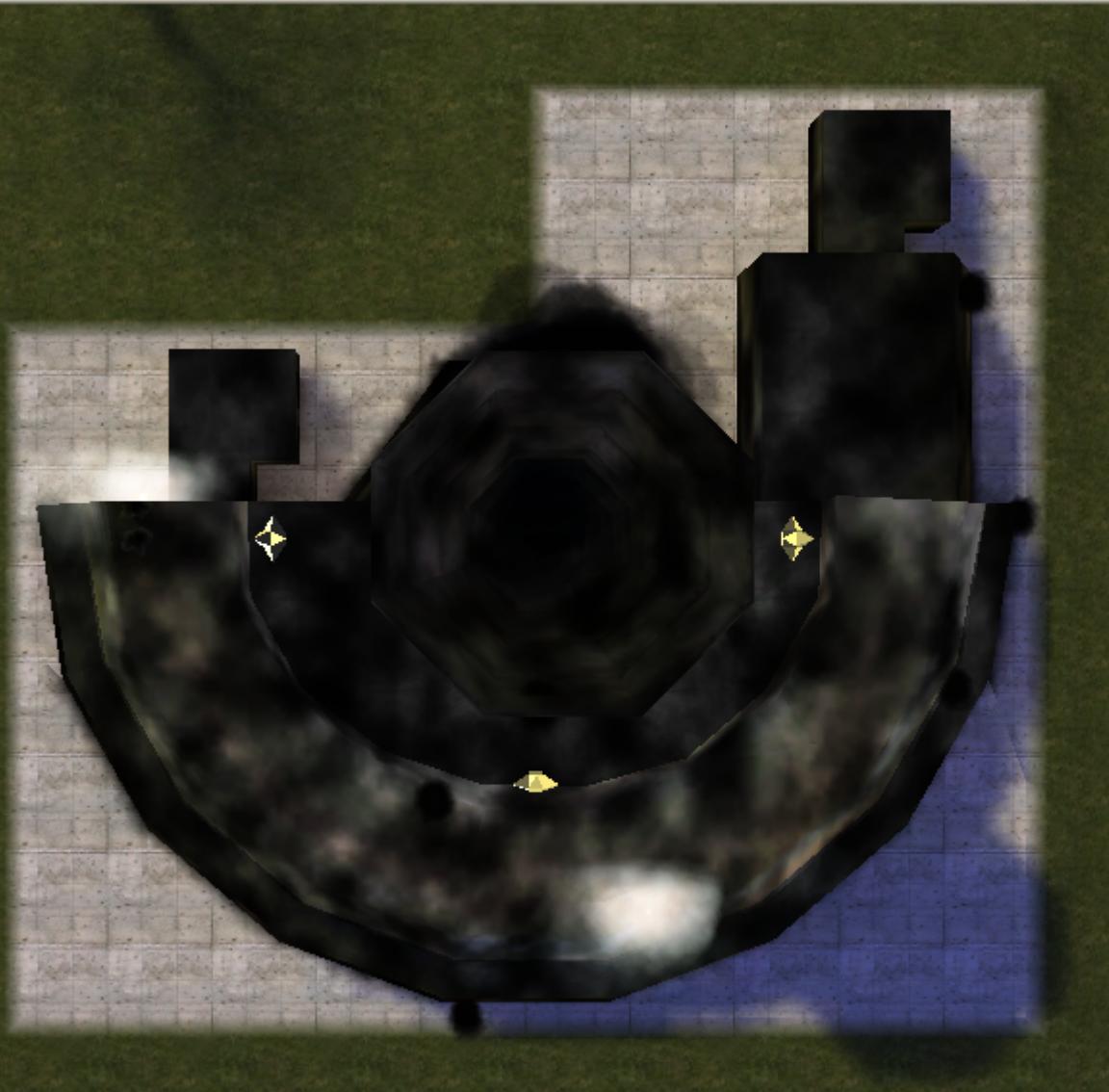
yea, and it just loads pp and the ground just that,
when i try to load level - single player. Level_01 0108
01 0108 - GDI base
01 0108 - terrain and all that things..
like this

File Attachments

1) [lol.png](#), downloaded 276 times

Untitled - Commando Level Editor

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



```
TimeManager::Update: warning, frame 111 was slow (4093 ms)
TimeManager::Update: warning, frame 113 was slow (2888 ms)
TimeManager::Update: warning, frame 114 was slow (2322 ms)
```

Ready

Camera (0.00,0.00,80.00)



Subject: Re: Level edit

Posted by [LR01](#) on Mon, 27 Jul 2009 09:24:24 GMT

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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 04:24 Well, 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 09:54 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
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
