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Subject: Weird crashing in mod  
Posted by [Omar007](#) on Fri, 28 Aug 2009 21:19:33 GMT  
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When i try to load my map Emptyness (yes it is complete empty, just a plain heightfield) it crashes after i loaded the map. I have a (almost) complete empty always.dat so it has only the required files to run ([http://www.renegadehelp.net/Tutorials/TUT\\_Full\\_Con/Required%20Renegade.rar](http://www.renegadehelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar)) so it's a clean start again. I modified the spawner to use the file c\_ag\_havoc.w3d

Here is my Editor output and the crashdump. I hope someone can help me out.

#### Editor output

```
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\F_SKELETON.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F_SKELETON.W3D
Unable to find HTree: F_SKELETON
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c_havoc.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c_havoc.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_tall.W3D
```

Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\S\_A\_EXPRESSION.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\METER.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_CEMENT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_FRONT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_DUMMY.TGA  
WARNING: Unable to fog shader in POINTLIGHT with given blending mode.  
Render Object Name Collision: POINTLIGHT  
Obsolete deform chunk encountered in mesh: .BODYBOX  
Obsolete deform chunk encountered in mesh: .CAMERA  
Obsolete deform chunk encountered in mesh: .GRID  
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01  
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01  
Obsolete deform chunk encountered in mesh: .DUMMY  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga  
Texture file not found: fullmoon.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\always\characters\f\_hm\_havoc\_wrist.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f\_hm\_havoc\_wrist.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\always\characters\f\_hm\_havoc\_hands.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f\_hm\_havoc\_hands.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\always\characters\F\_SKELETON.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F\_SKELETON.W3D  
Unable to find HTree: F\_SKELETON  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L3.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L3.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c\_havoc.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c\_havoc.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L2.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L2.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L1.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L1.W3D

Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L0.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L0.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\C\_HAVOC\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S\_A\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s\_a\_tall.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s\_a\_tall.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\S\_A\_EXPRESSION.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\METER.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_CEMENT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_FRONT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_DUMMY.TGA  
WARNING: Unable to fog shader in POINTLIGHT with given blending mode.  
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Obsolete deform chunk encountered in mesh: .GRID  
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01  
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01  
Obsolete deform chunk encountered in mesh: .DUMMY  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\Heightfield\DIRT\_01.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\DIRT\_01.TGA  
Texture file not found: dirt\_01.tga  
Targa: Failed to open file "heightfield\dirt\_01.tga"  
Level load took 0 seconds  
TimeManager::Update: warning, frame 35 was slow (3864 ms)  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga  
Texture file not found: fullmoon.tga  
Targa: Failed to open file "E:\Modding\Tiberium  
Redux\Editor\Conquest\Heightfield\DIRT\_01.TGA"  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\REN\_spawn.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\REN\_spawn.tga  
Texture file not found: ren\_spawn.tga

## File Attachments

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1) [crashdump2.txt](#), downloaded 502 times

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