Subject: RenegadeTools2

Posted by ghost on Sat, 26 Aug 2006 01:00:03 GMT

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Well ive got a problem with RenegadeTool2 loading correctly. I gotten this problem before but i forgot what I did to fix it. I jsut redownloaded it and reinstalled it like 3 times.

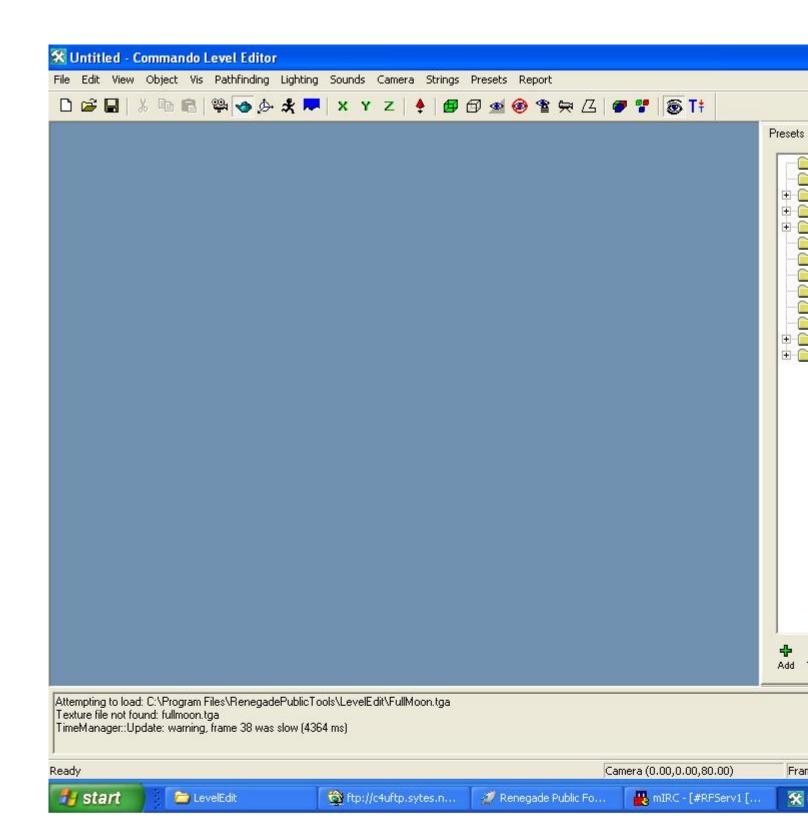
Downloaded from: http://www.cncnz.com/files/renegade/utils.shtml

Anyways What my problem is that nothing loads when the program itself loads. I cant edit anything since its not there. Notice the [+] next to most of the things on my first SS. When I click on some that do have theres no files in it.

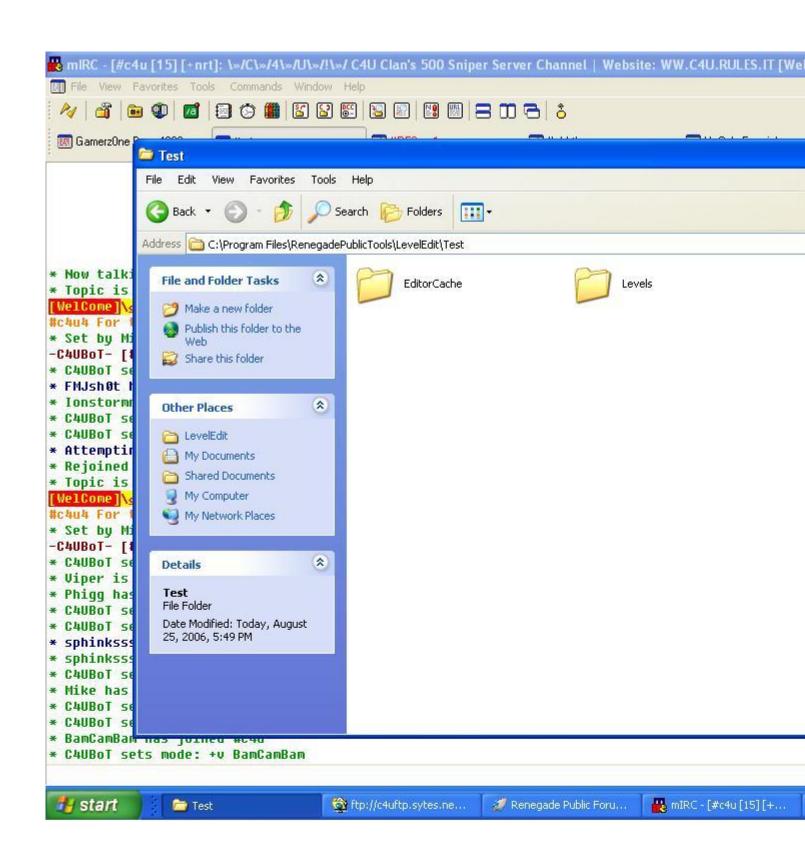
File Attachments

1) 01.JPG, downloaded 363 times

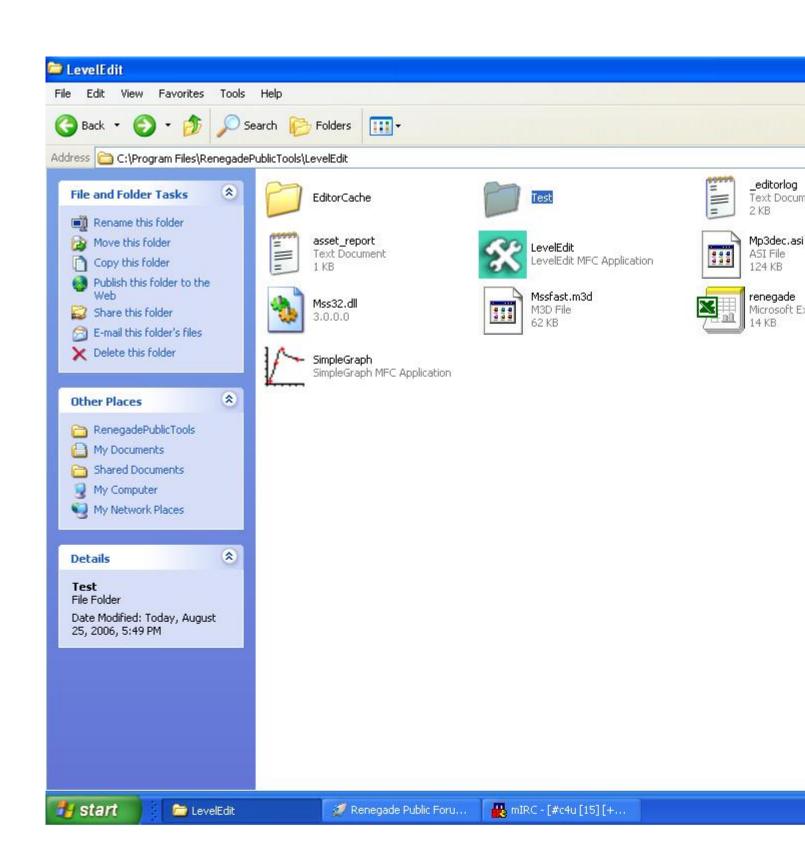
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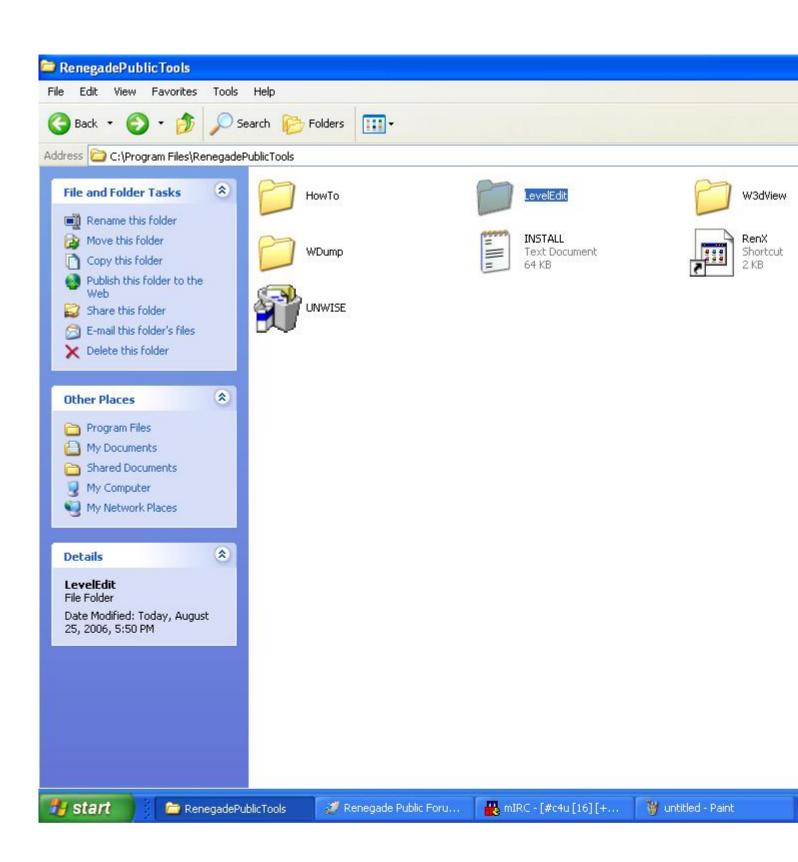
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Subject: Re: RenegadeTools2

Posted by Kamuix on Sat, 26 Aug 2006 01:05:37 GMT

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Either make a new mod folder using LE or copying the files manually. And if there are already folder missing when you add a mod, I dont know .

But if so i would just manualy insert them

Subject: Re: RenegadeTools2

Posted by ghost on Sat, 26 Aug 2006 01:07:03 GMT

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Sorry for the double post but my edit button does show up (javascript error).

Anyways im missing the "presets" folder. When I had a freind email me the files/folders I need and put it in. It all worked. only i receive that bloody error message and it closes.

This is after i plug in all the missing things. Notice how i now have the [+] and all is in place. Only i get this error.

This is from my editorslog.

Quote:Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Render Object Name Collision: AABOX.BOX Render Object Name Collision: OBBOX.BOX

Render Object Name Collision: VECTOR.VECTOR

Render Object Name Collision: VECTOR Render Object Name Collision: AXES

Render Object Name Collision: POINT

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n

AOW\always\characters\f_hm_havoc.W3D

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n

AOW\always\f_hm_havoc.W3D

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n

AOW\characters\havoc\c_ag_havoc.W3D Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n

AOW\characters\c_ag_havoc.W3D Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n

AOW\characters\havoc\c_ag_havoc.W3D Attempting to load: C:\Documents and

Settings\ToNy\Desktop\RenegadePublicTools\LevelEdit\Evolutio n

AOW\characters\c_ag_havoc.W3D

Failed to create c ag havoc from characters\havoc\c ag havoc.w3d

*** FATAL ERROR: Failed to create model characters\havoc\c_ag_havoc.w3d

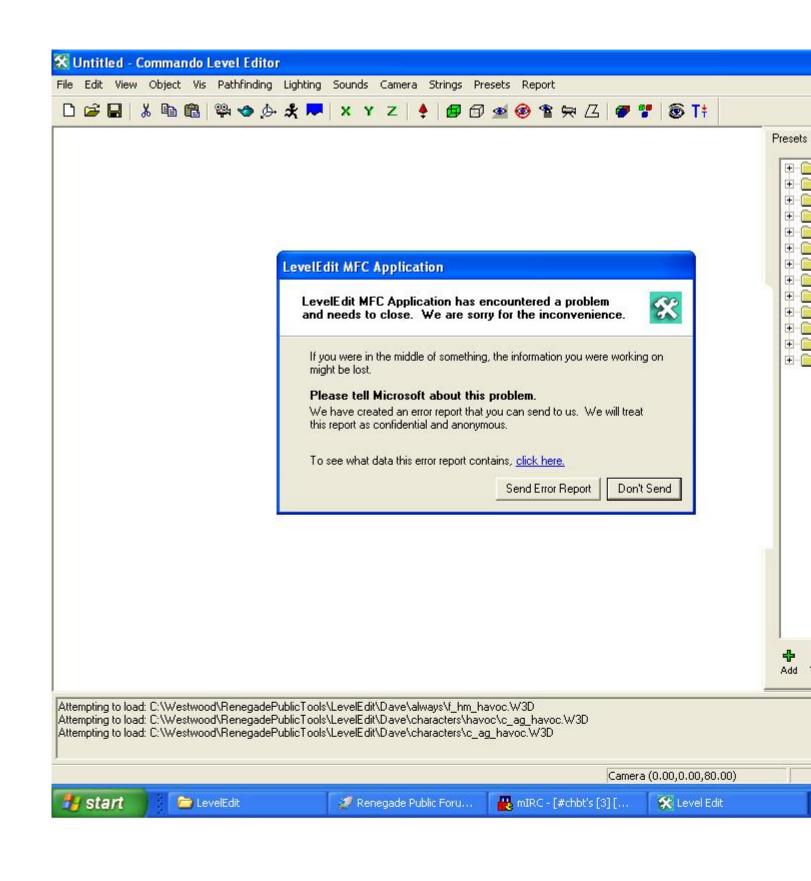
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek Model() != NULL

I belive the problem is a .w3d missing.

File Attachments

1) untitled.JPG, downloaded 262 times

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Subject: Re: RenegadeTools2

Posted by Oblivion165 on Sat, 26 Aug 2006 01:55:52 GMT

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Most likely its the first decade bug. Go into your registry and change the keys under:

HKEY_LOCAL_MACHINE\SOFTWARE\Westwood HKEY_LOCAL_MACHINE\SOFTWARE\Westwood Studios

To fit your current installation path.

Subject: Re: RenegadeTools2

Posted by ghost on Sat, 26 Aug 2006 02:58:49 GMT

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I dont have C&C First Decade installed anymore. Infact I have no renegade installed. This is the problem

How could i have forgotten that...

Subject: Re: RenegadeTools2

Posted by Oblivion 165 on Sat, 26 Aug 2006 14:28:27 GMT

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Ah, well there you go, hehe.

Subject: Re: RenegadeTools2

Posted by ghost on Sat, 26 Aug 2006 18:15:56 GMT

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Bit weird. I installed my First decade and it didnt work. I will see if it works with the original Renegade.

Subject: Re: RenegadeTools2

Posted by icedog90 on Sat, 26 Aug 2006 18:48:47 GMT

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The directory in First Decade is different.

Subject: Re: RenegadeTools2

Posted by Veyrdite on Sun, 27 Aug 2006 00:12:11 GMT

the havoc file is simply the navigation file used in leveledit when in walking mode, it should be in you r mod directory under charachters.

it could also be a fualty building controller, thus download the program from another directory

Subject: Re: RenegadeTools2

Posted by Chronojam on Sun, 27 Aug 2006 00:47:03 GMT

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Let's hope Rengegade Tools 3 doesn't flip out if you have normal ren verus tfd

Subject: Re: RenegadeTools2

Posted by LR01 on Sun, 27 Aug 2006 09:10:21 GMT

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doesn't the public tools look where you installed Renegade?

Subject: Re: RenegadeTools2

Posted by nopol10 on Sun, 27 Aug 2006 11:38:39 GMT

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Erm... Renegade Tools 3?

I thought they stopped making it already.

Subject: Re: RenegadeTools2

Posted by LR01 on Sun, 27 Aug 2006 12:20:12 GMT

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who?

Subject: Re: RenegadeTools2

Posted by ghost on Sun, 27 Aug 2006 18:09:23 GMT

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Could this do with the reason that I deleted LevelEdit without uninstalling it? Ive searched my whole PC for anything that involved LevelEdit. Then i downloaded it from westwood FTP and many other sites. Then I installed it. Got nearly the same problem. And no i have no skins in that folder. Perhaps someone can send me a premade mod folder?

When i was adding/removing files i noticed that the objects.ddb was the reason it would crash. I would add it and EVERYTHING would work. Only 5 seconds into to full load it would crash. Without it nothing loads

After "adding" the files that the report shows i get this.

Quote:Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga" Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"
Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"
Targa: Failed to open file "Sun.tga"

Render Object Name Collision: AABOX.BOX Render Object Name Collision: OBBOX.BOX

Render Object Name Collision: VECTOR.VECTOR

Render Object Name Collision: VECTOR Render Object Name Collision: AXES Render Object Name Collision: POINT

DefinitionMgrClass::Find Typed Definition () failed due to a NULL DefinitionHash. Commando

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\METER.TGA

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\TA CEMENT.TGA

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\TA_FRONT.TGA

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\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: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\FullMoon. tga

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\FullMoon.tga

All i need is these images. But dont know where to get them.

Subject: Re: RenegadeTools2

Posted by PaRaDoX on Mon, 28 Aug 2006 10:45:07 GMT

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make sure your registry is pointint to your renegade folder. LE will read the textures from renegade but it has to be set right

Subject: Re: RenegadeTools2

Posted by ghost on Mon, 28 Aug 2006 19:51:37 GMT

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PaRaDoX wrote on Mon, 28 August 2006 03:45make sure your registry is pointint to your renegade folder. LE will read the textures from renegade but it has to be set right

Ive been told this by a few people only I dont know how. I installed C&C First Decade. Maybe this is a reason? I remember doing a search looking for anything that was involved with LE, Then deleting it.

Subject: Re: RenegadeTools2

Posted by ghost on Wed, 30 Aug 2006 17:31:08 GMT

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Bump*

Bit of a update, Its all fixed...

I have no clue what I did (If anything was done). I just opened it one last time to check and it worked

Back to modding that bloody project

Resetting device.

Device reset completed

Resetting device.

Device reset completed

Resetting device.

Device reset completed

Render Object Name Collision: AABOX.BOX

Render Object Name Collision: OBBOX.BOX

Render Object Name Collision: VECTOR. VECTOR

Render Object Name Collision: VECTOR Render Object Name Collision: AXES Render Object Name Collision: POINT

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\always\characters\f_hm_havoc_wrist.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\always\f_hm_havoc_wrist.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\always\characters\f_hm_havoc_hands.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\always\f_hm_havoc_hands.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\always\characters\F_SKELETON.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\always\F_SKELETON.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C HAVOC .W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C HAVOC .W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C HAVOC L3.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_L3.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\c_havoc.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\c_havoc.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_L2.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_L2.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_L1.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_L1.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_L0.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_L0.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_HEAD.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C HAVOC HEAD.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\S A HEAD.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\characters\S A HEAD.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\characters\havoc\s_a_tall.W3D

 $Attempting \ to \ load: \ C: \ Program \ Files \ Renegade Public Tools \ Level Edit \ Evolution$

AOW\characters\s_a_tall.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\s a wide.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\s a wide.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\S_A_MOUTH.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\S_A_MOUTH.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\S_A_EXPRESSION.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\S_A_EXPRESSION.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\EditorCache\METER.TGA

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\EditorCache\TA CEMENT.TGA

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\EditorCache\TA FRONT.TGA

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\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: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\characters\havoc\FullMoon.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\characters\FullMoon.tga

TimeManager::Update: warning, frame 22 was slow (69325 ms)

CombatManager::Unload_Level DialogMgrClass: Flushing dialogs DialogMgrClass: Flush complete

Subject: Re: RenegadeTools2

Posted by LR01 on Thu, 31 Aug 2006 14:52:45 GMT

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Now you can smile again, can you?

(I had somthing liks this to, first it didn't work, then (with the same settings) it did worked!?)

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