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.
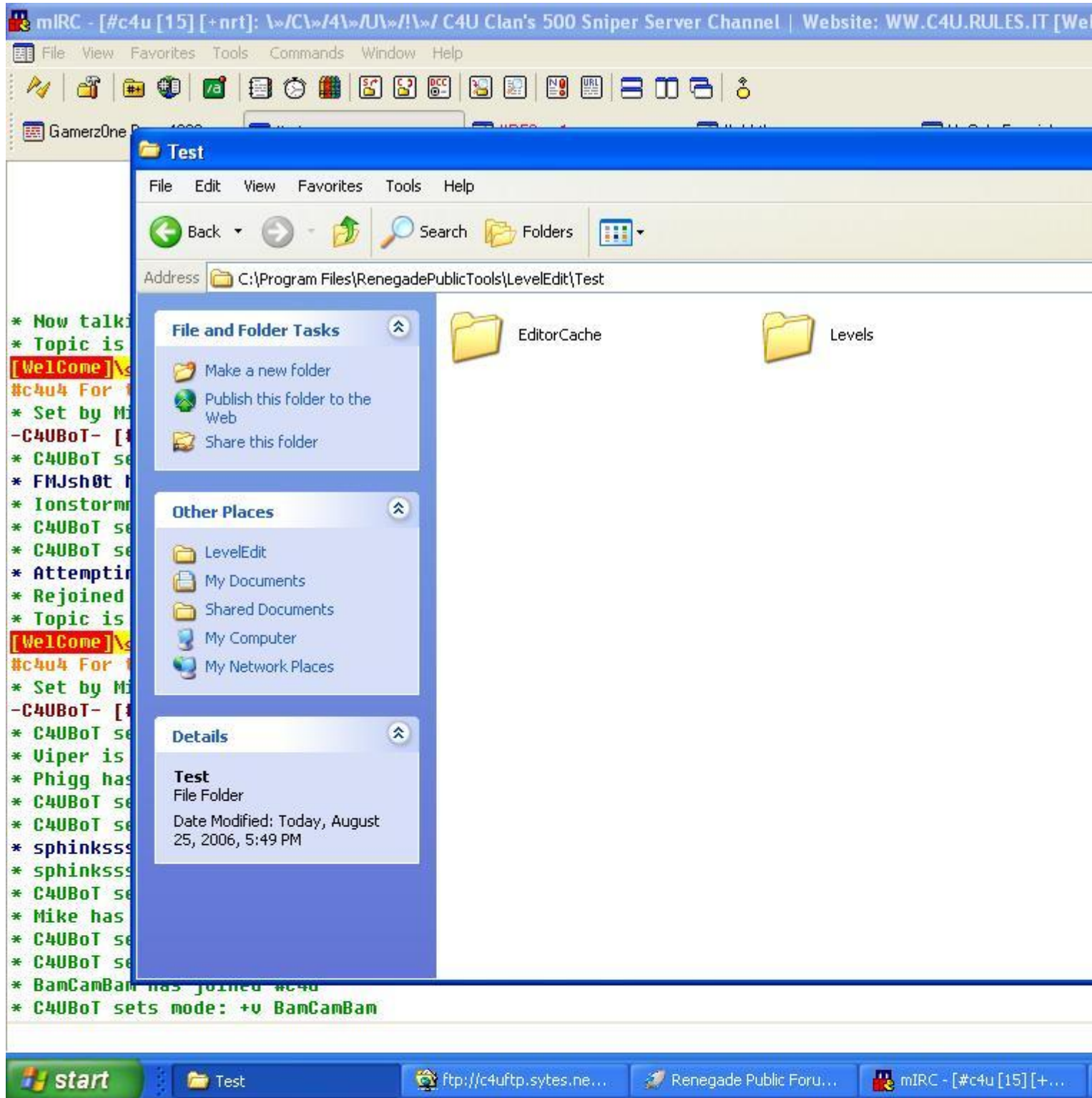

File Attachments
1) 01.JPG, downloaded 432 times

Untitled - Commando Level Editor

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

Presets

Add

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\FullMoon.tga
Texture file not found: fullmoon.tga
TimeManager::Update: warning, frame 38 was slow (4364 ms)

Ready

Camera (0.00,0.00,80.00)

Fram

start | LevelEdit | ftp://c4uftp.sytes.n... | Renegade Public Fo... | mIRC - [#RFServ1 [...

2) 02.JPG, downloaded 394 times

File   View   Favorites   Tools   Commands   Window   Help

GamerzOne

* Now talki
* Topic is
[WelCome]\s
#c4u4 For 1
* Set by Mi
-C4UBoT- [I
* C4UBoT se
* FMJsh0t I
* Ionstormn
* C4UBoT se
* C4UBoT se
* Attemptir
* Rejoined
* Topic is
[WelCome]\s
#c4u4 For 1
* Set by Mi
-C4UBoT- [I
* C4UBoT se
* Viper is
* Phigg has
* C4UBoT se
* C4UBoT se
* sphinksss
* sphinksss
* C4UBoT se
* Mike has
* C4UBoT se
* C4UBoT se
* BamCamBam has joined #c4u
* C4UBoT sets mode: +v BamCamBam

Test

File   Edit   View   Favorites   Tools   Help

Back ▾   ◯   ▾   🗁   🔍 Search   📁 Folders   ▦ ▾

Address   🗀 C:\Program Files\RenegadePublicTools\LevelEdit\Test

File and Folder Tasks ⊗

🗁 Make a new folder
🌐 Publish this folder to the Web
🗁 Share this folder

Other Places ⊗

🗀 LevelEdit
📄 My Documents
🗀 Shared Documents
🖥 My Computer
🖧 My Network Places

Details ⊗

Test
File Folder

Date Modified: Today, August 25, 2006, 5:49 PM

EditorCache   Levels

🏁 start   🗀 Test   📡 ftp://c4uftp.sytes.ne...   🔧 Renegade Public Foru...   mIRC - [#c4u [15] [+...

3) 03.JPG, downloaded 394 times

LevelEdit

Back • • Search Folders

Address C:\Program Files\RenegadePublicTools\LevelEdit

File and Folder Tasks

- Rename this folder
- Move this folder
- Copy this folder
- Publish this folder to the Web
- Share this folder
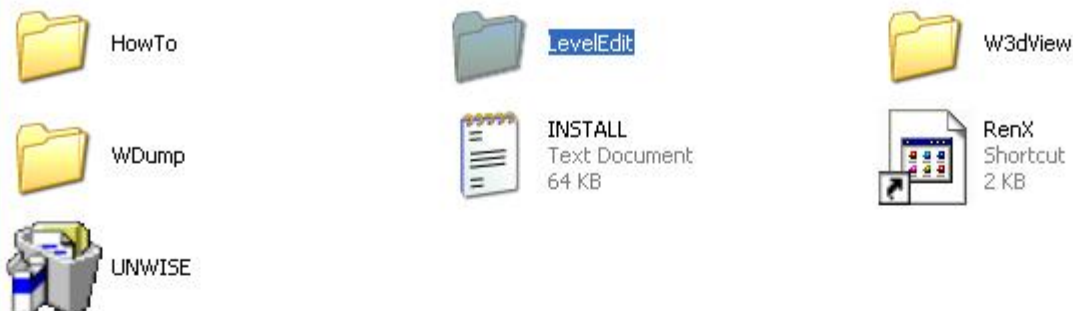- E-mail this folder's files
- Delete this folder

Other Places

- RenegadePublicTools
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

Test
File Folder
Date Modified: Today, August 25, 2006, 5:49 PM

EditorCache

Test

_editorlog
Text Docum
2 KB

asset_report
Text Document
1 KB

LevelEdit
LevelEdit MFC Application

Mp3dec.asi
ASI File
124 KB

Mss32.dll
3.0.0.0

Mssfast.m3d
M3D File
62 KB

renegade
Microsoft Ex
14 KB

SimpleGraph
SimpleGraph MFC Application

start   LevelEdit   Renegade Public Foru...   mIRC - [#c4u [15] [+...

4) 04.JPG, downloaded 400 times

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 298 times

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 Oblivion165 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

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

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

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

who?

Subject: Re: RenegadeTools2
Posted by ghost on Sun, 27 Aug 2006 18:09:23 GMT

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\RenegadePublicTools\LevelEdit\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!?)