
Subject: Renegade editor

Posted by [Commando Burton](#) on Tue, 04 Dec 2007 04:15:22 GMT

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I have been going through a guide and I am at the part where you are using Renegade Editor and I loaded my map and I use the walk-thru thing and it crashes 1.

2.

3.

4.

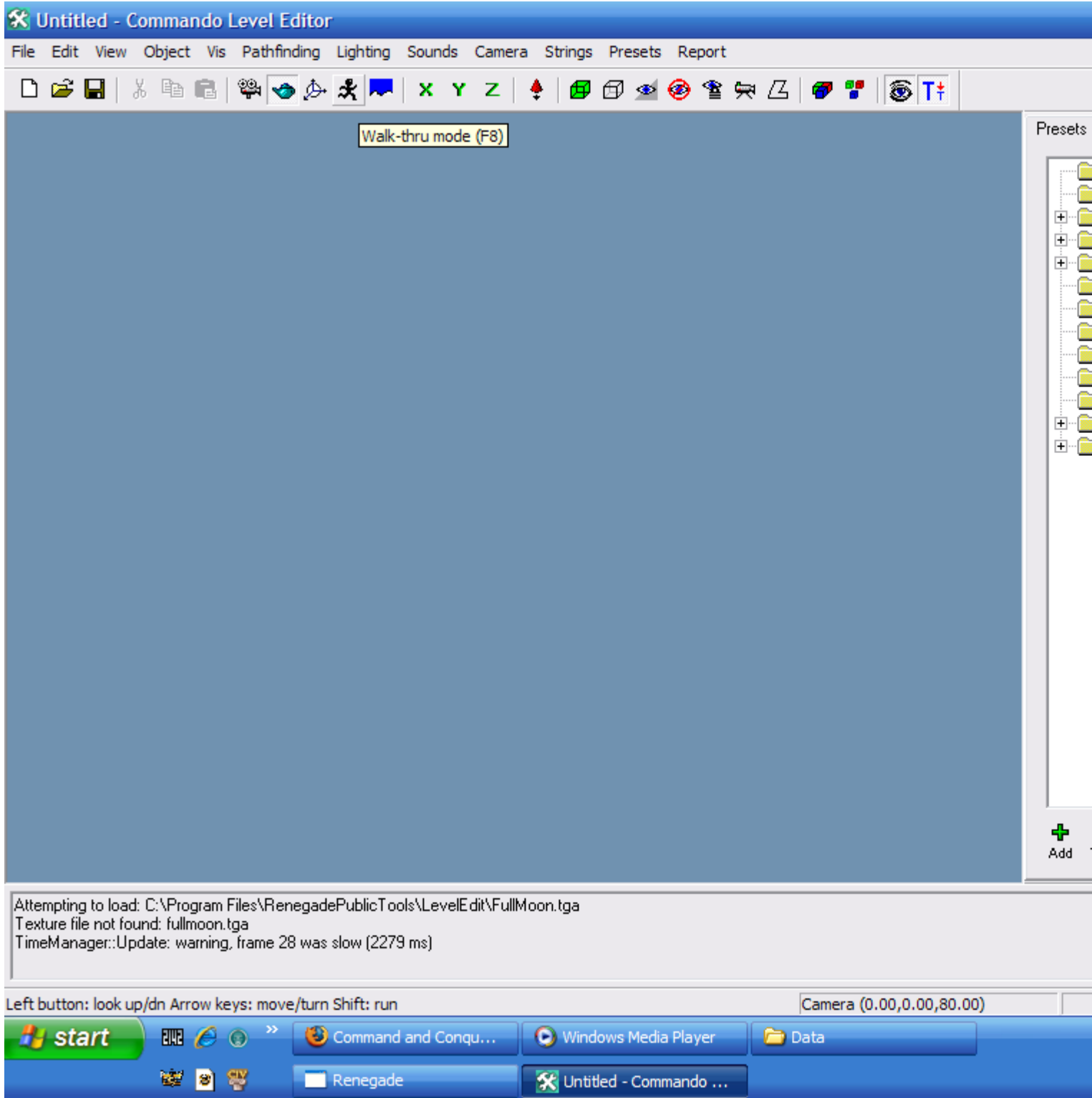
5.

I just AM JUST STARTING.

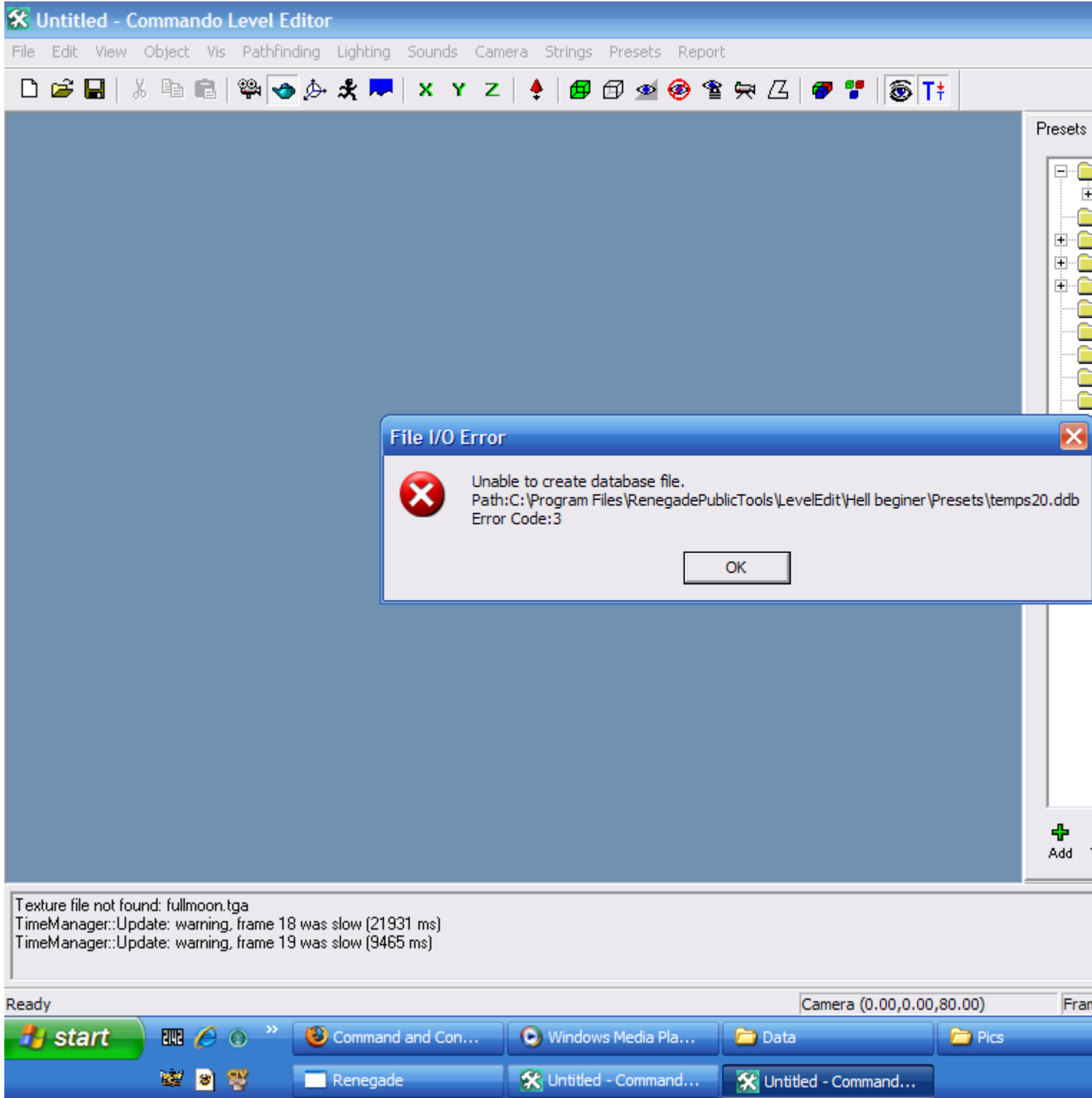
I need help thank you.

File Attachments

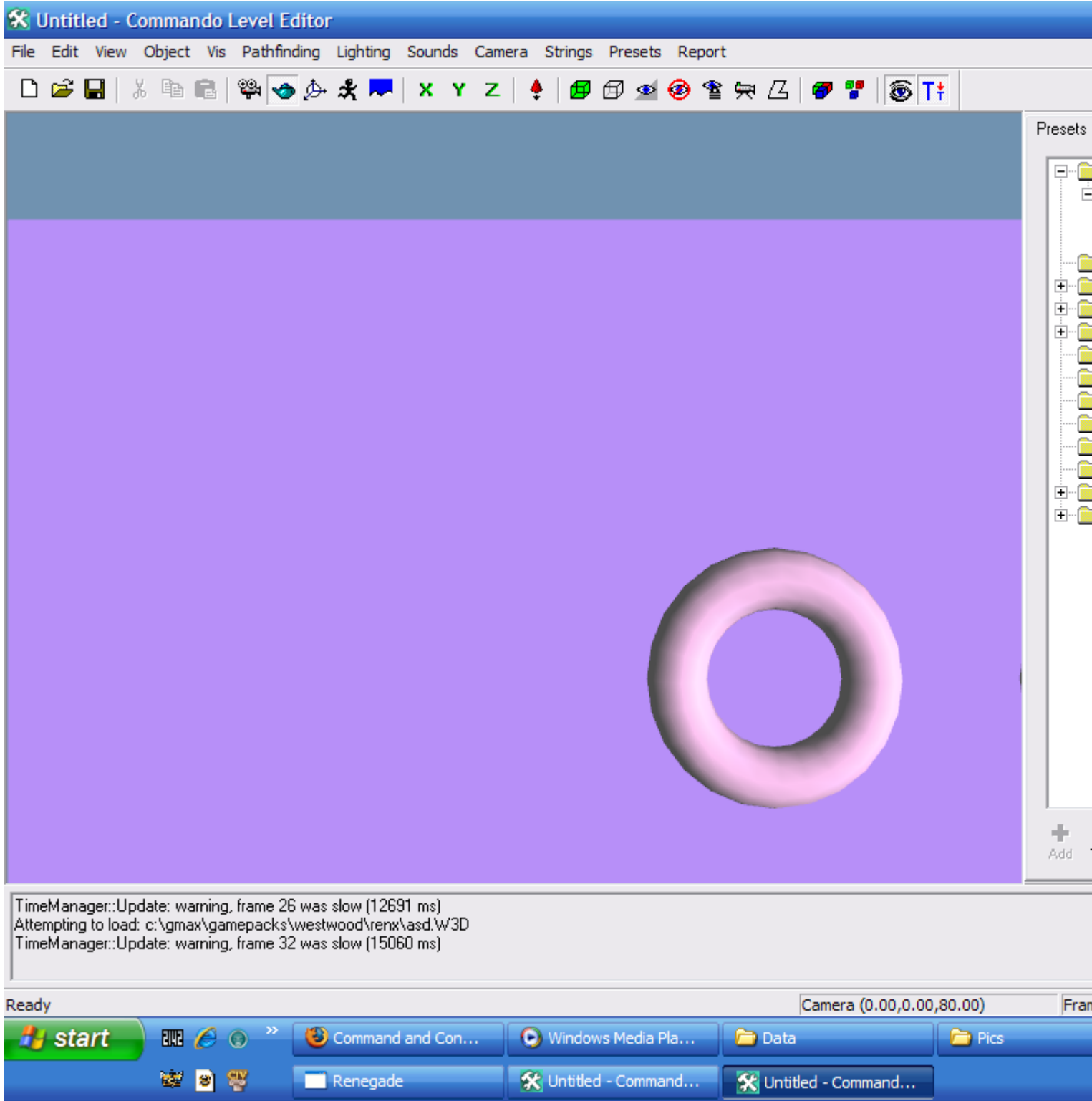
1) [ScreenShot00096.png](#), downloaded 777 times



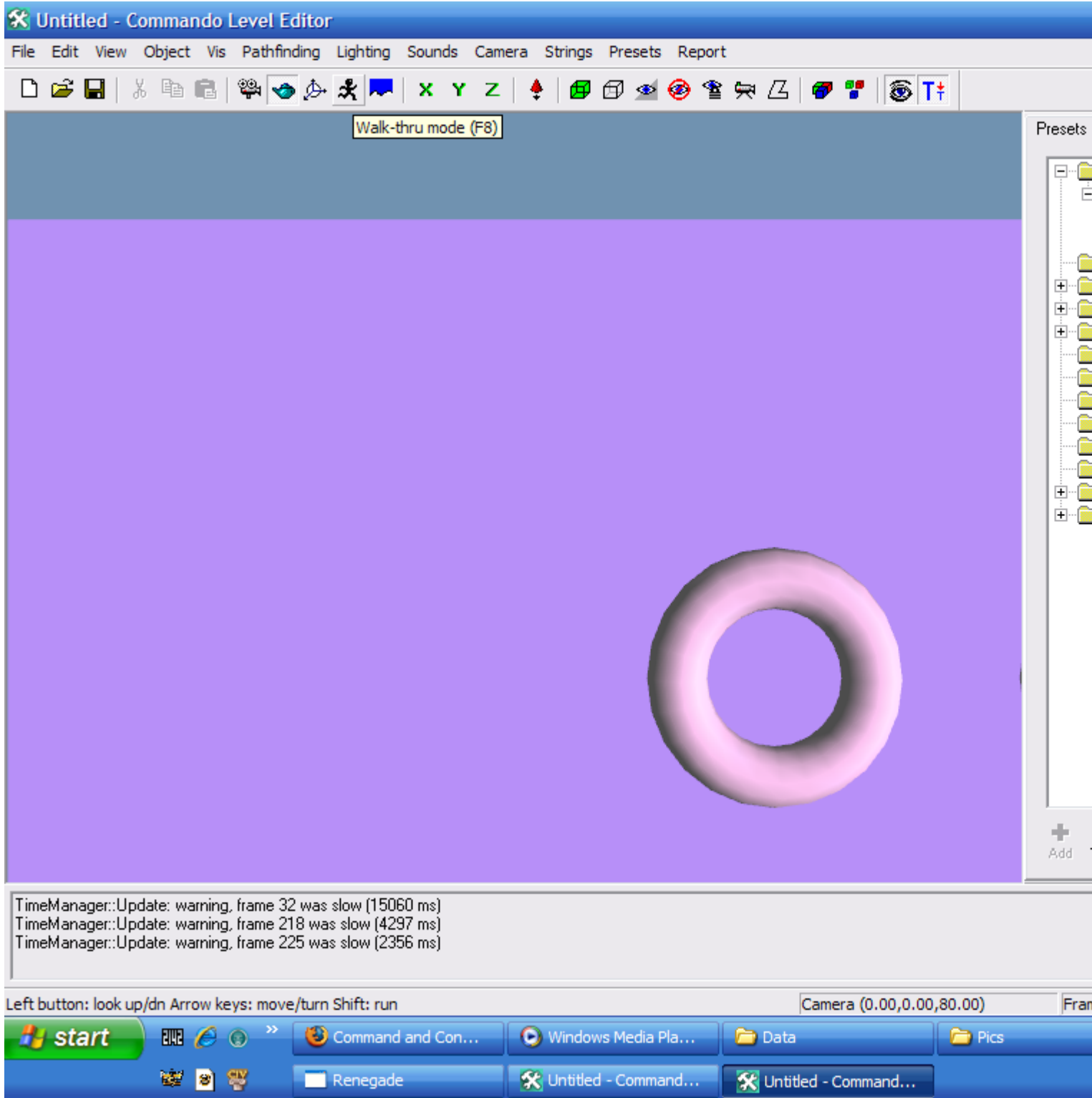
2) [ScreenShot00097.png](#), downloaded 783 times



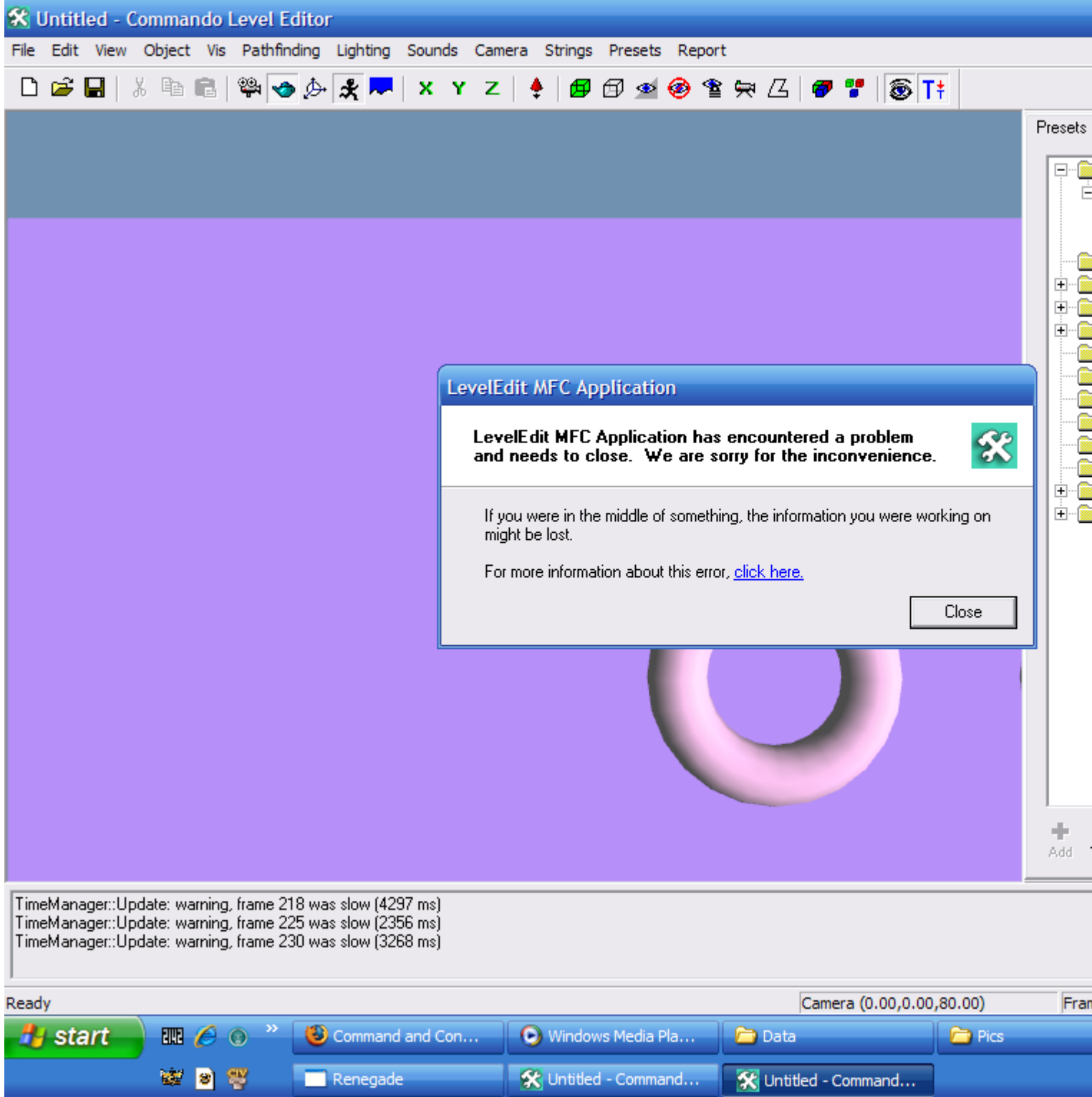
3) [ScreenShot00098.png](#), downloaded 769 times



4) [ScreenShot00099.png](#), downloaded 775 times



5) [ScreenShot00100.png](#), downloaded 775 times



Subject: Re: Renegade editor

Posted by [Gen_Blacky](#) on Tue, 04 Dec 2007 04:40:35 GMT

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your registry messed up <http://www.renhelp.net/>

Subject: Re: Renegade editor

Posted by [cnc95fan](#) on Tue, 04 Dec 2007 07:30:15 GMT

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What he said, except heres a proper link. <http://www.renhelp.net/index.php?load=7>

Subject: Re: Renegade editor

Posted by [The Elite Officer](#) on Tue, 04 Dec 2007 16:56:30 GMT

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Or maybe renegade did notinstall fully.

Subject: Re: Renegade editor

Posted by [cnc95fan](#) on Tue, 04 Dec 2007 18:47:00 GMT

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Chances are, hes using The First Decade..

Subject: Re: Renegade editor

Posted by [Commando Burton](#) on Tue, 04 Dec 2007 18:54:29 GMT

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yes I am use first decade, why what does it do.

Subject: Re: Renegade editor

Posted by [Oblivion165](#) on Tue, 04 Dec 2007 19:17:04 GMT

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The First decade was released long after the original Renegade, EA decided to change the paths so Level Edit is trying to get files from the wrong location.

Just follow that tutorial posted above and you should be good to go.

Subject: Re: Renegade editor

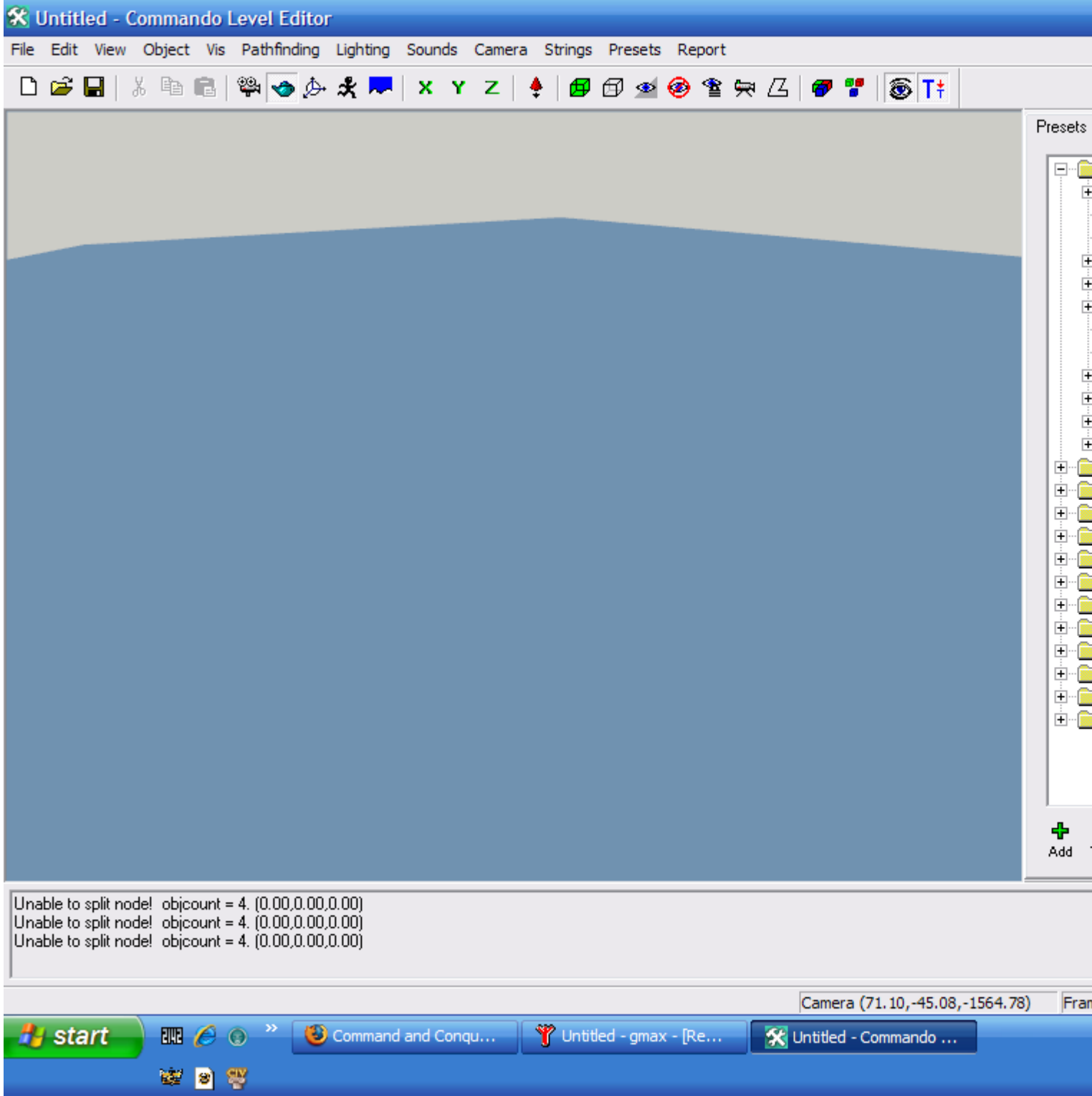
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 19:47:22 GMT

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Ya that did that but I can't get the map to load I think I don't know what to do just look. I don't know if I loaded it wrong or what.

File Attachments

1) [ScreenShot00102.png](#), downloaded 658 times



Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Tue, 04 Dec 2007 19:55:40 GMT
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By the looks of it, theres somthing wrong with the model of your terrain.

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 19:57:23 GMT
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GOOD LORD! I NEED A REAL GUIDE IF THATS TRUE!

Subject: Re: Renegade editor
Posted by [Oblivion165](#) on Tue, 04 Dec 2007 20:02:21 GMT
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If its the same model as you used in your first screenshots then your path to the model must be wrong.

To be certain just post you model on here with the upload file feature on each post.

Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Tue, 04 Dec 2007 20:17:07 GMT
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... Maybe ie pressed F8 and then loaded the model, or visa versa.. and forgot to enable collision

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 23:08:38 GMT
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HELP!!!! that download is my thingy that needs to go in renegade editor.

File Attachments

1) [ScreenShot00103.png](#), downloaded 627 times



2) [WATA.W3D](#), downloaded 166 times

Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Wed, 05 Dec 2007 07:25:39 GMT
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Oh come on. Did you even read that tutorial at all? File > Export > Exprot .W3D

Subject: Re: Renegade editor

Posted by [cpjok](#) on Wed, 05 Dec 2007 13:45:44 GMT

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ok this is ss of your terrian works perfect did you add this file to your mod pakage folder

file name: 01lv1-grsrok.tga

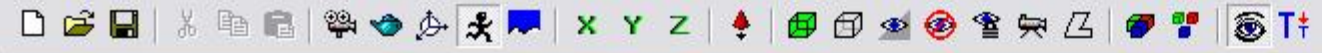
First Attachment

File Attachments

- 1) [01lv1-grsrok.tga](#), downloaded 200 times
- 2) [t.JPG](#), downloaded 683 times

Untitled - Commando Level Editor

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



Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\sdfsdf\H_A_A0A3.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\H_A_A0A3.W3D
Attempting to load: Always\Characters\Anims\H_A_A0A3.W3D

Subject: Re: Renegade editor
Posted by [cpjok](#) on Wed, 05 Dec 2007 14:04:25 GMT
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This Is My Latest Map Downloadable Aswell its not that good cos im new at this myself

Download Link

http://www.cpjok.zoomshare.com/files/C_C_Xmas_Map.zip

Ok There's New Download Link

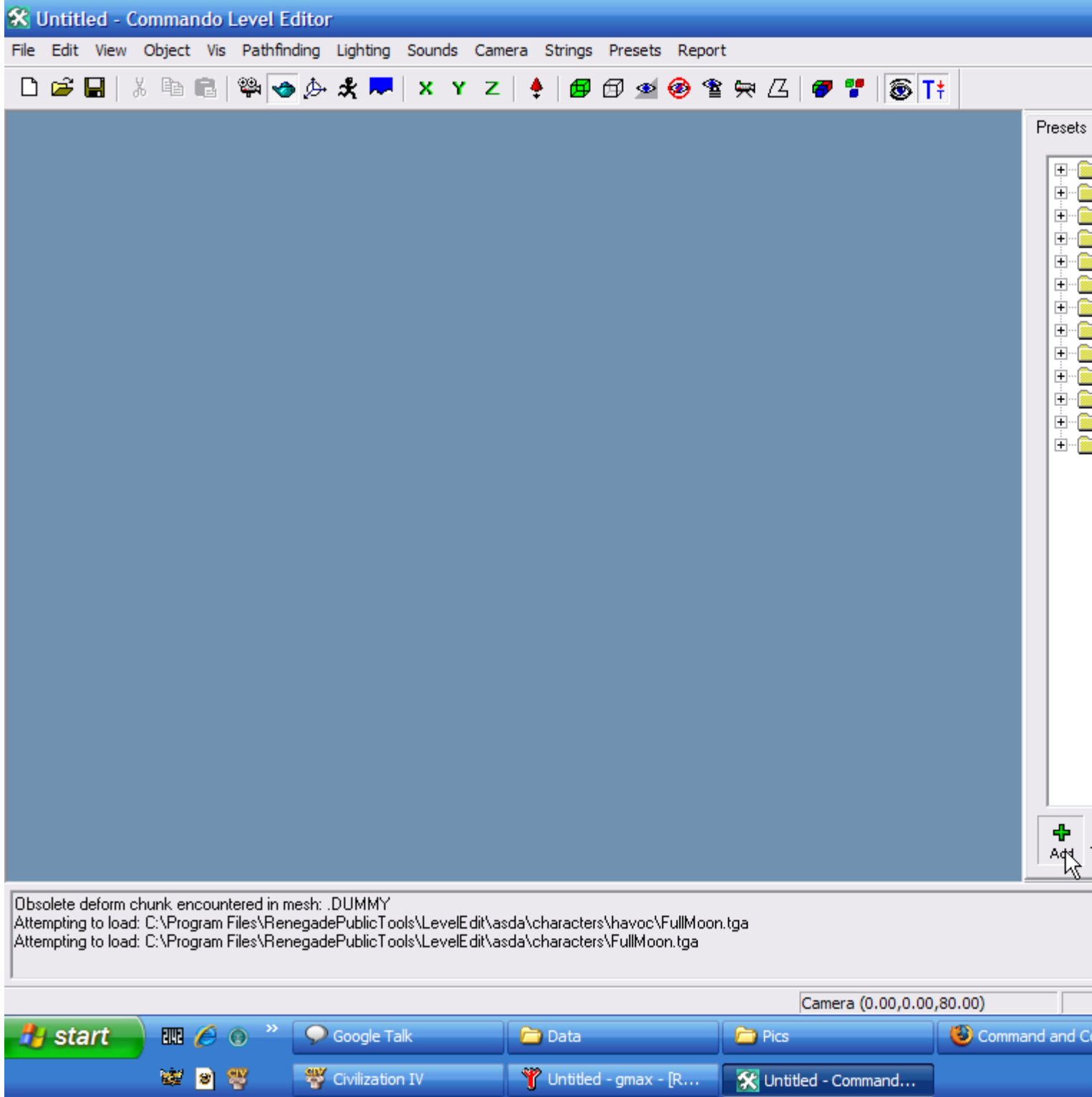
Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Wed, 05 Dec 2007 21:02:53 GMT
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I exported, just look

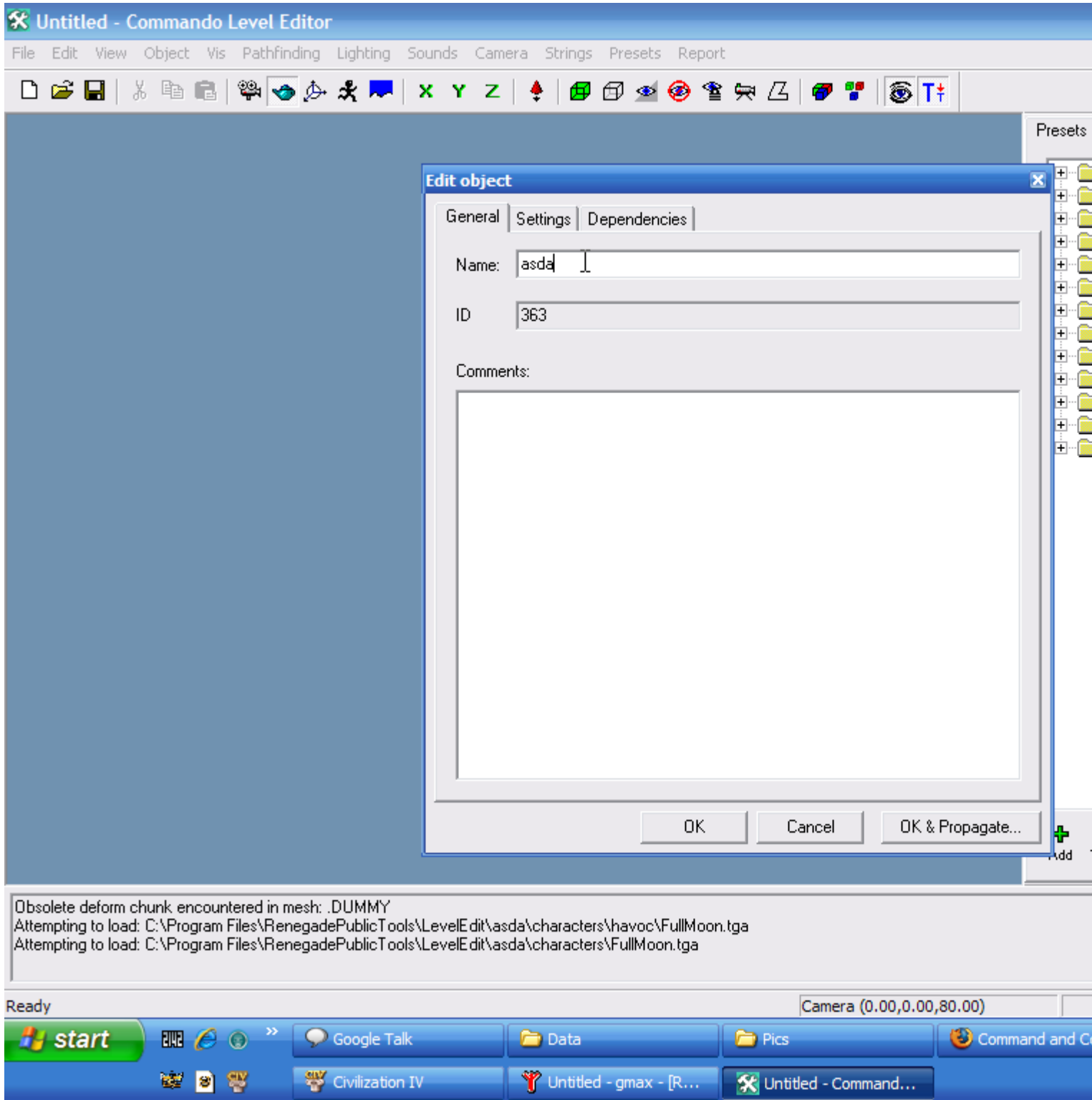
One thing this is just showing you how I did the export. it.

File Attachments

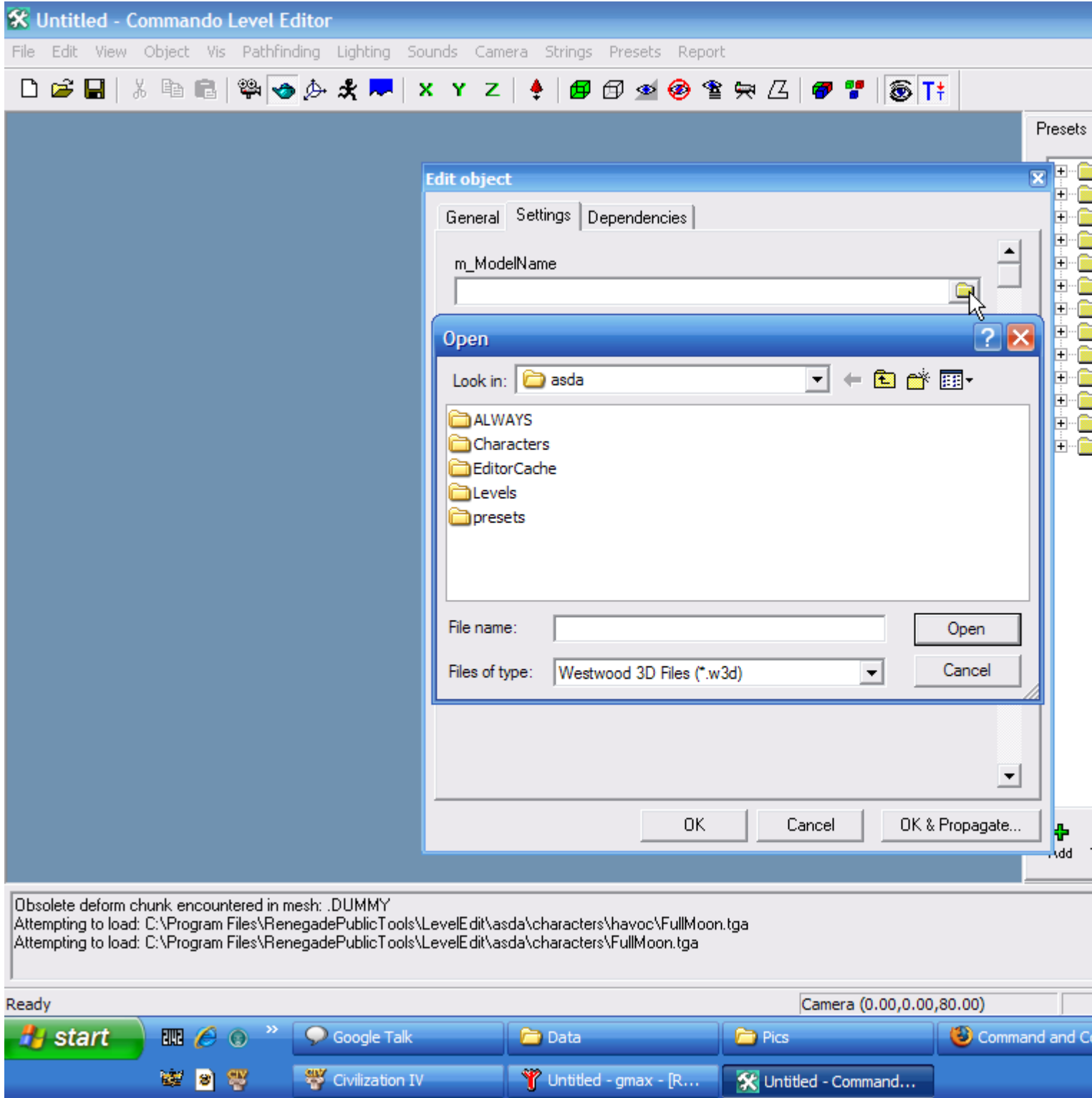
1) [ScreenShot00108.png](#), downloaded 536 times



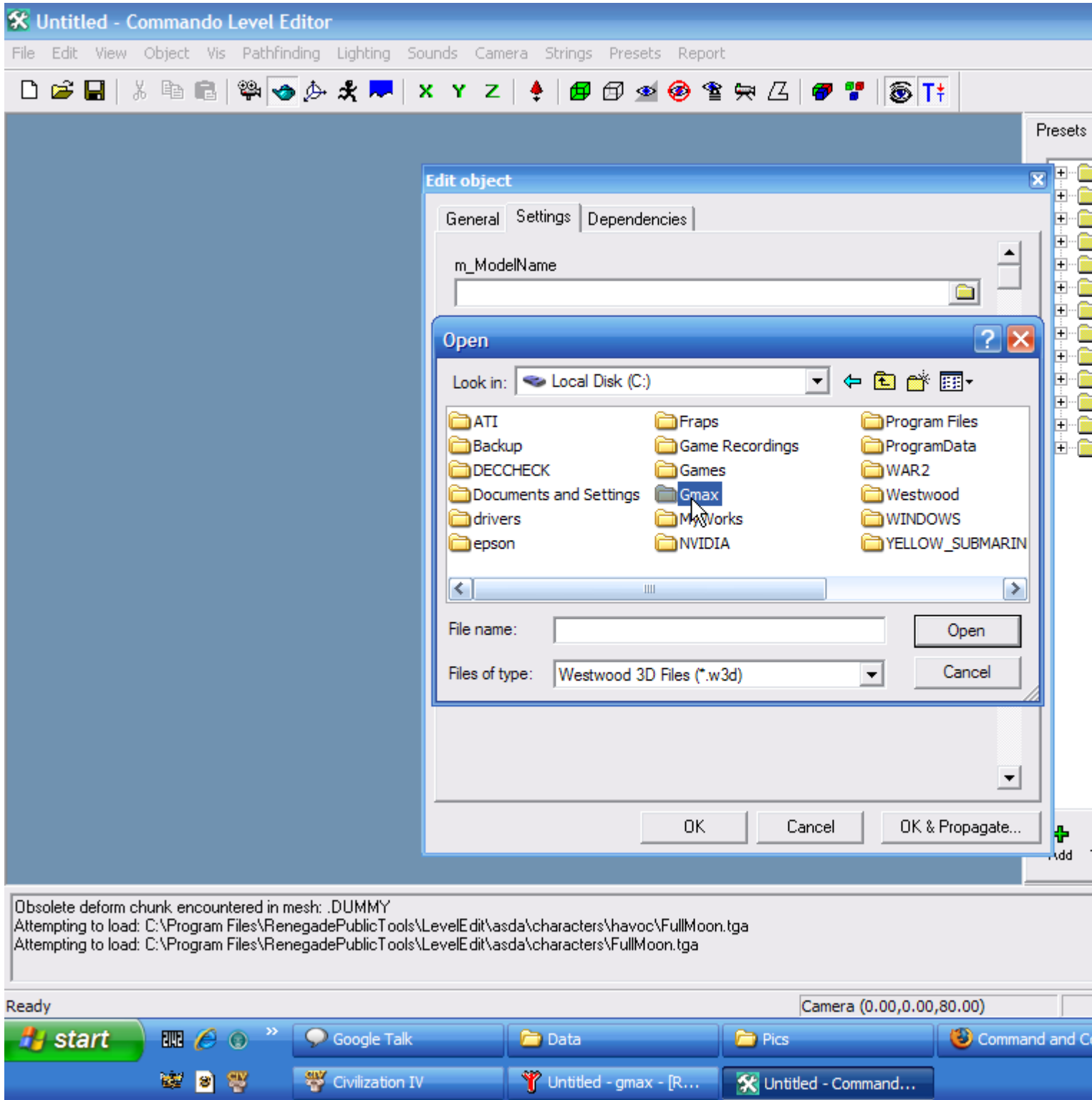
2) [ScreenShot00109.png](#), downloaded 547 times



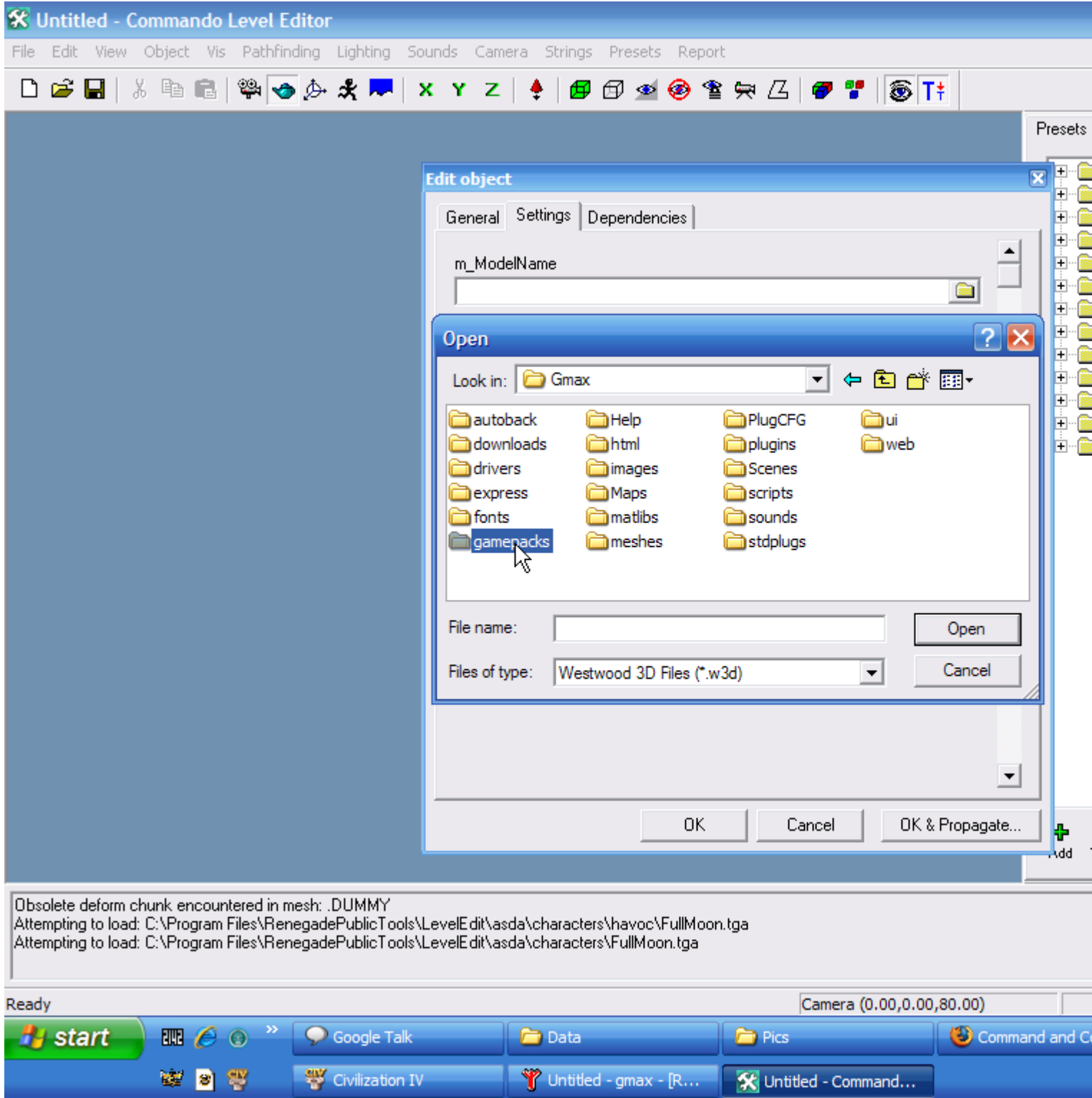
3) [ScreenShot00110.png](#), downloaded 546 times



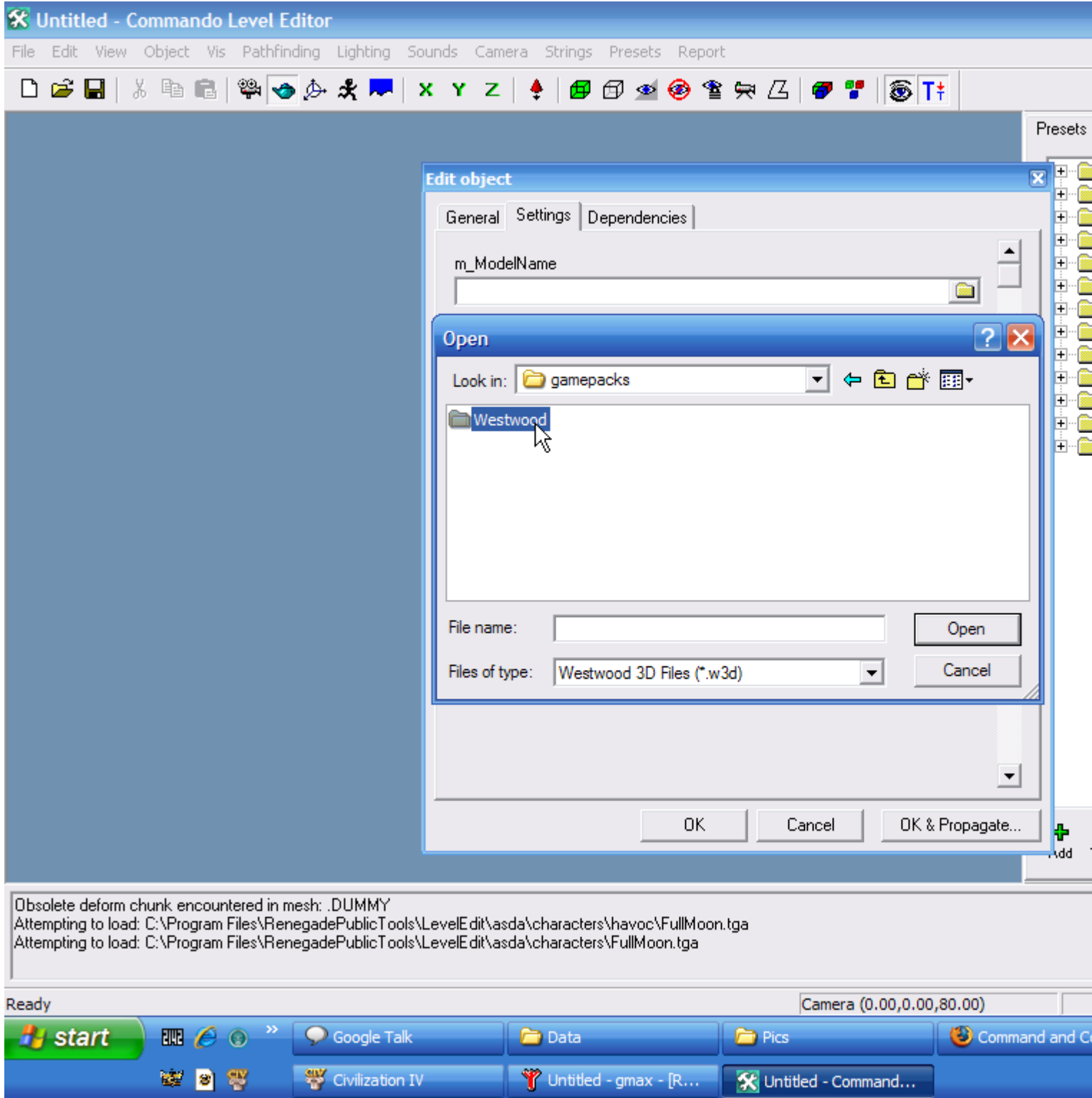
4) [ScreenShot00111.png](#), downloaded 539 times



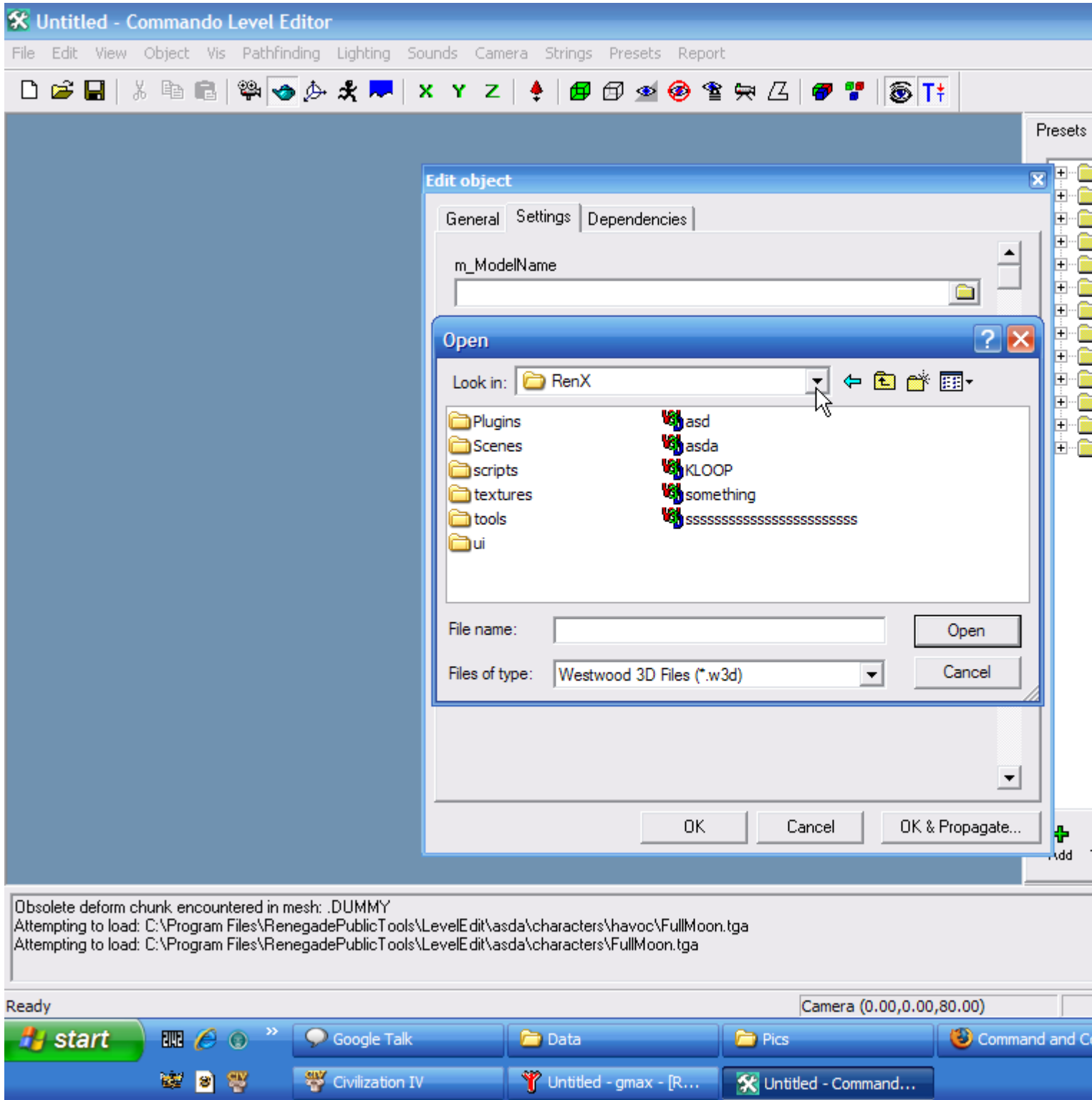
5) [ScreenShot00112.png](#), downloaded 518 times



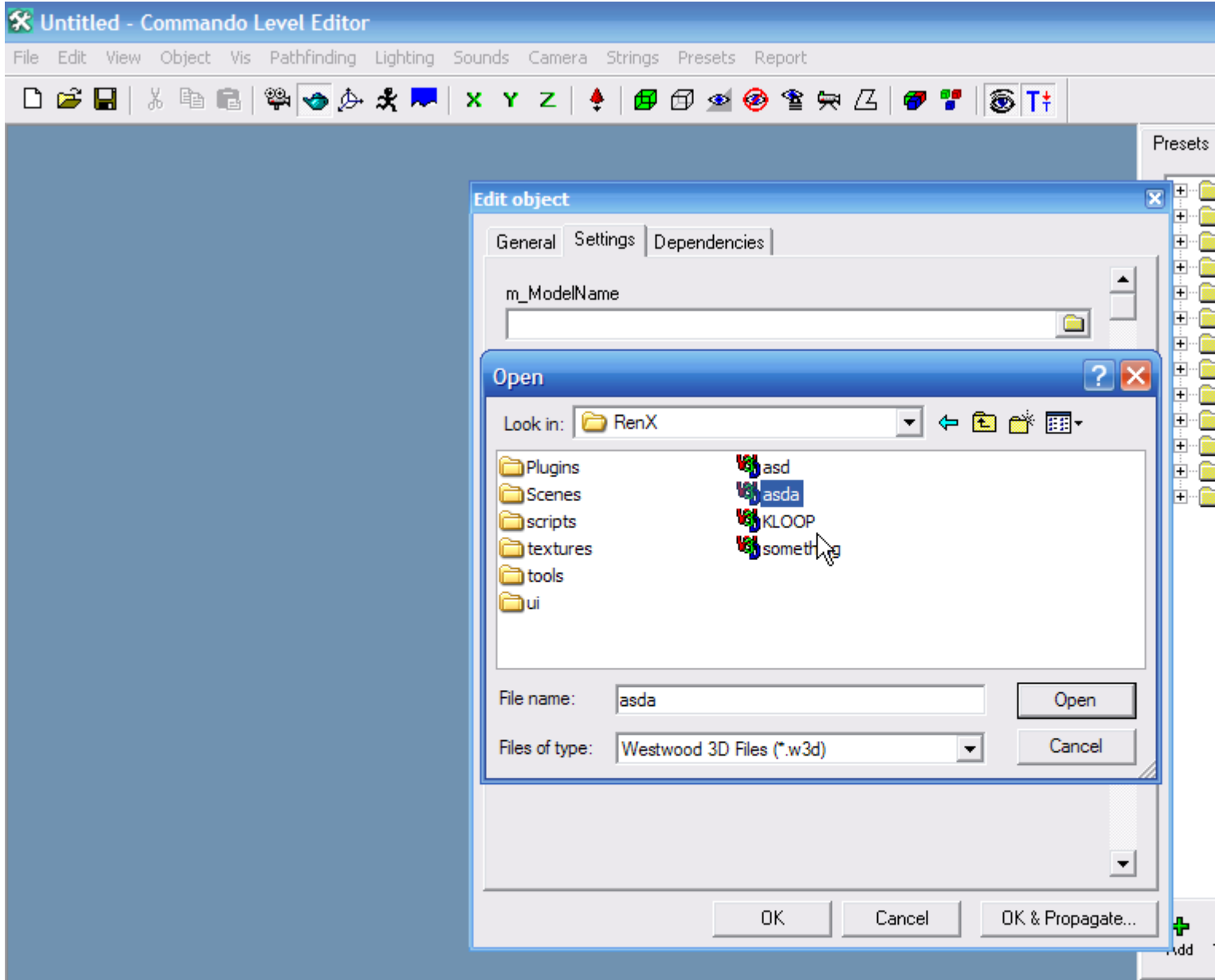
6) [ScreenShot00113.png](#), downloaded 528 times



7) [ScreenShot00114.png](#), downloaded 326 times



8) [ScreenShot00115.png](#), downloaded 334 times



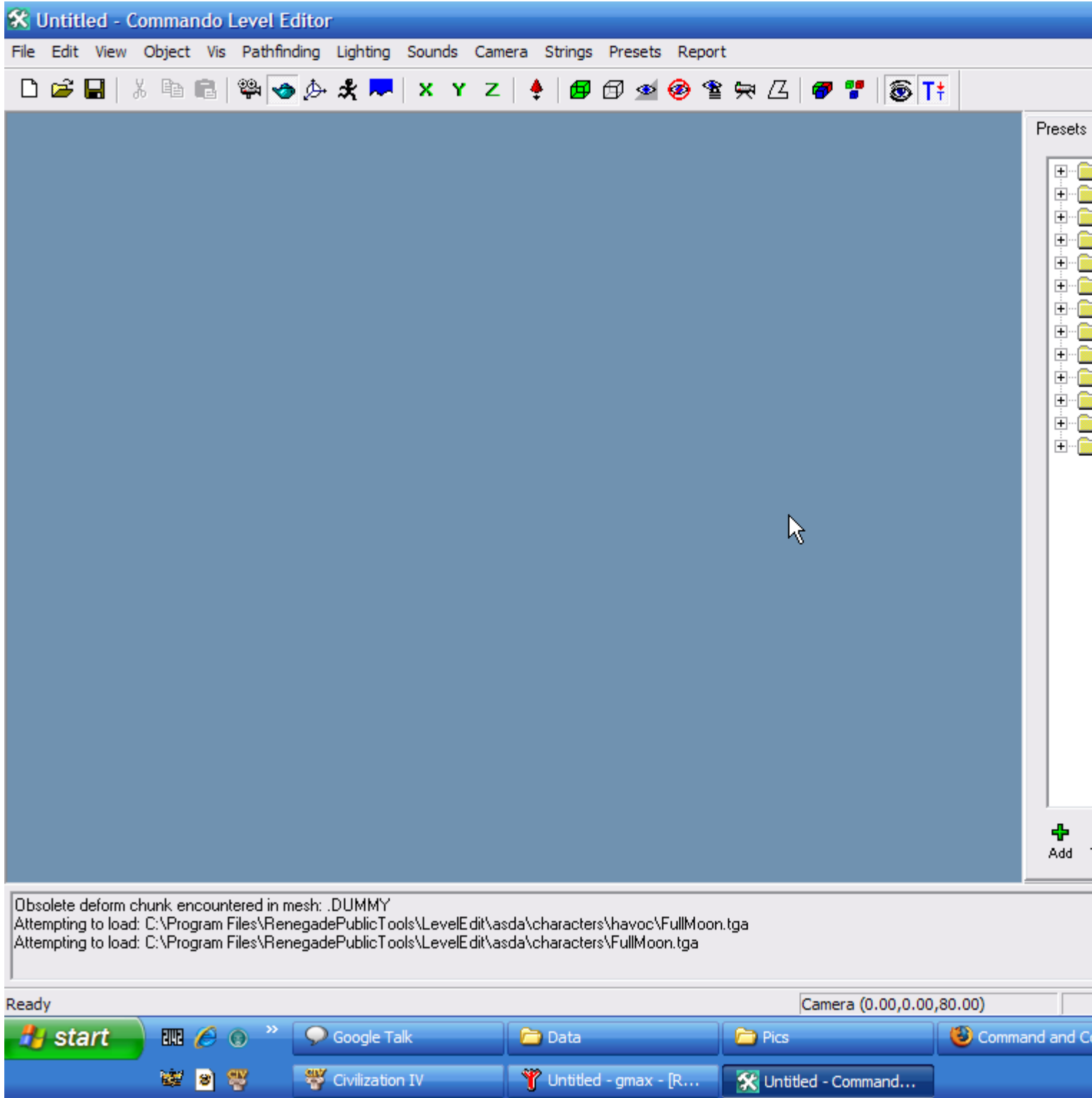
Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\asda\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\asda\characters\FullMoon.tga

Ready

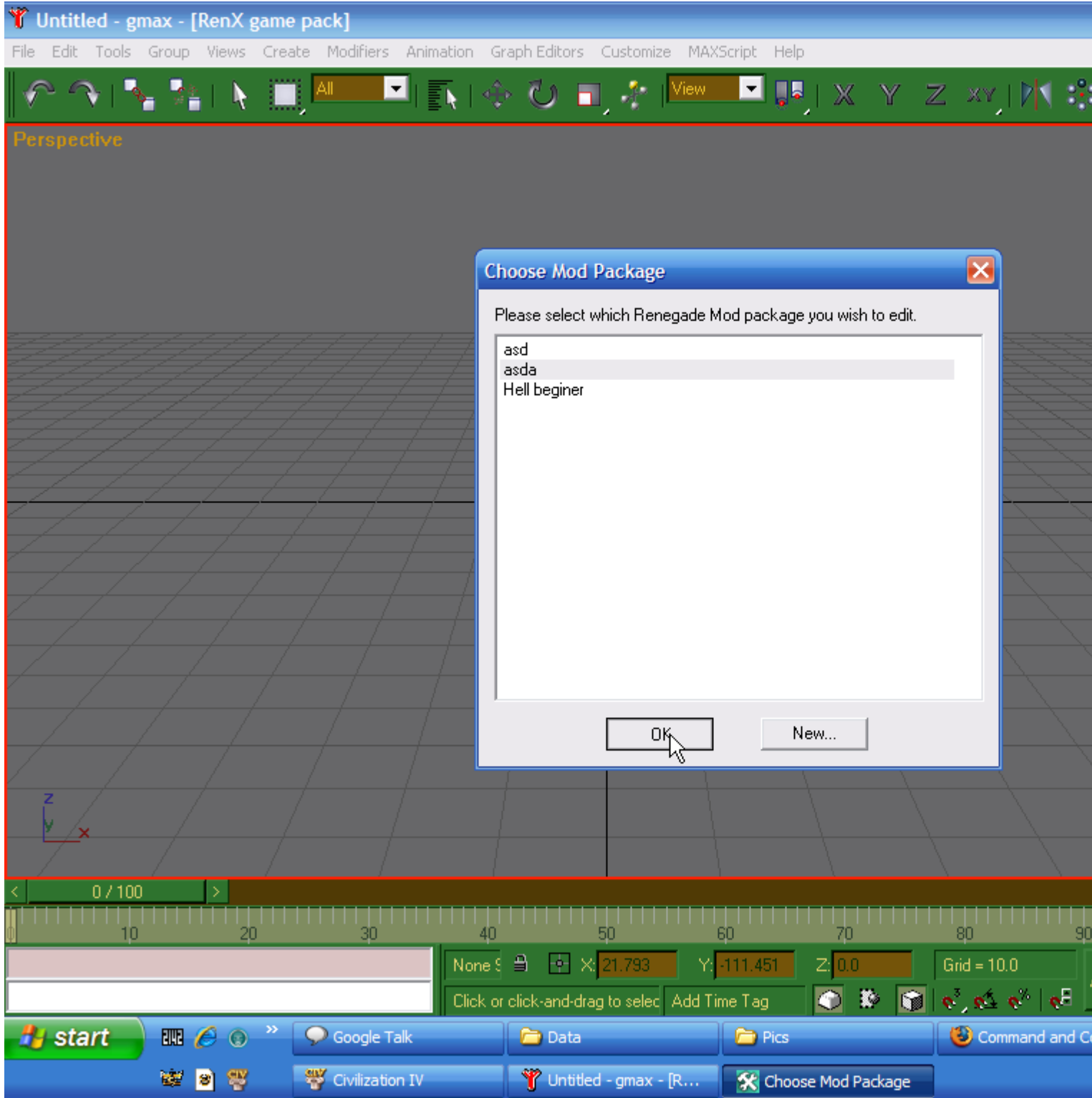
Camera (0.00,0.00,80.00)



9) [ScreenShot00107.png](#), downloaded 521 times



10) [ScreenShot00106.png](#), downloaded 530 times



Subject: Re: Renegade editor

Posted by [Commando Burton](#) on Wed, 05 Dec 2007 21:14:02 GMT

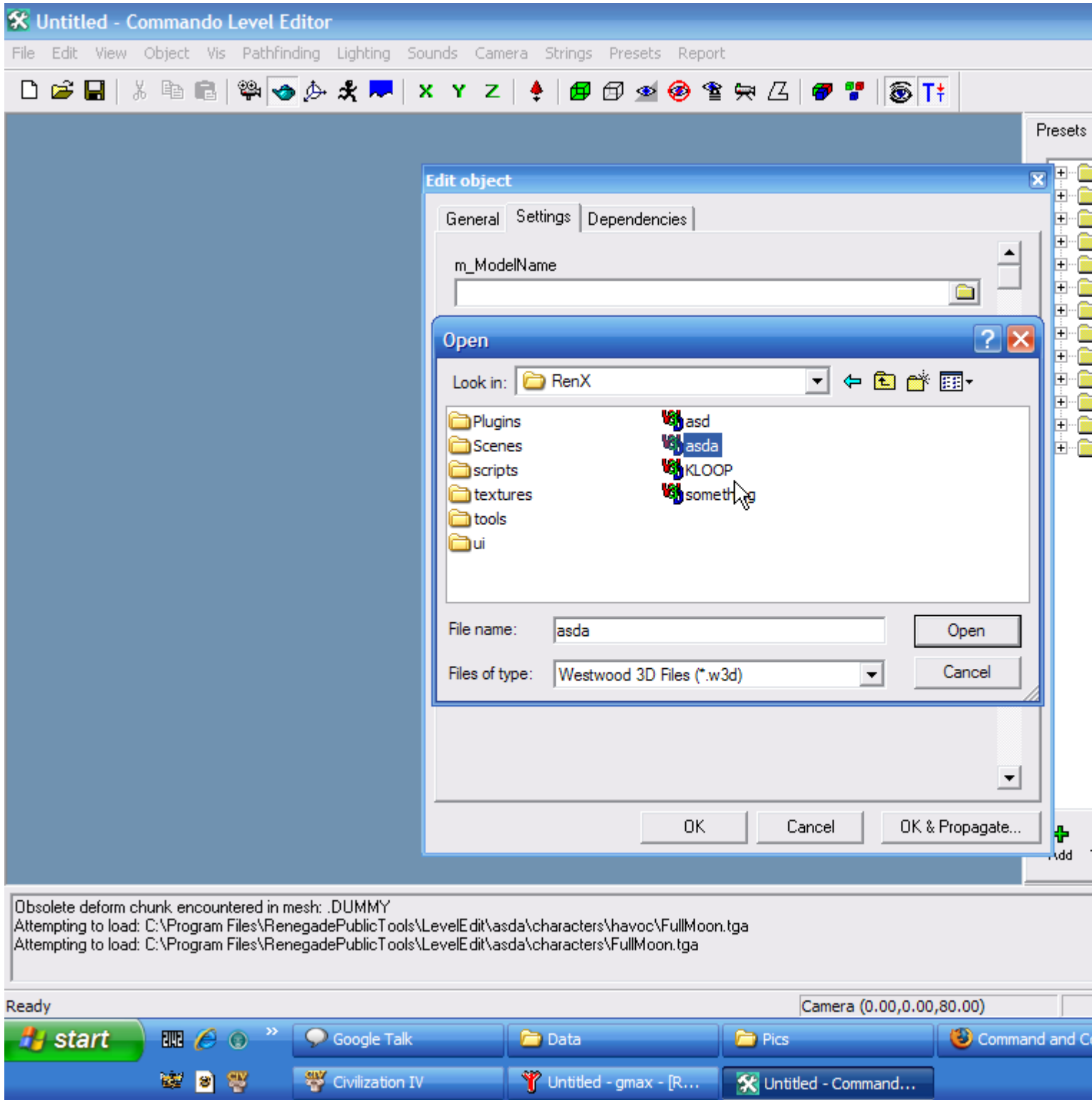
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Then,

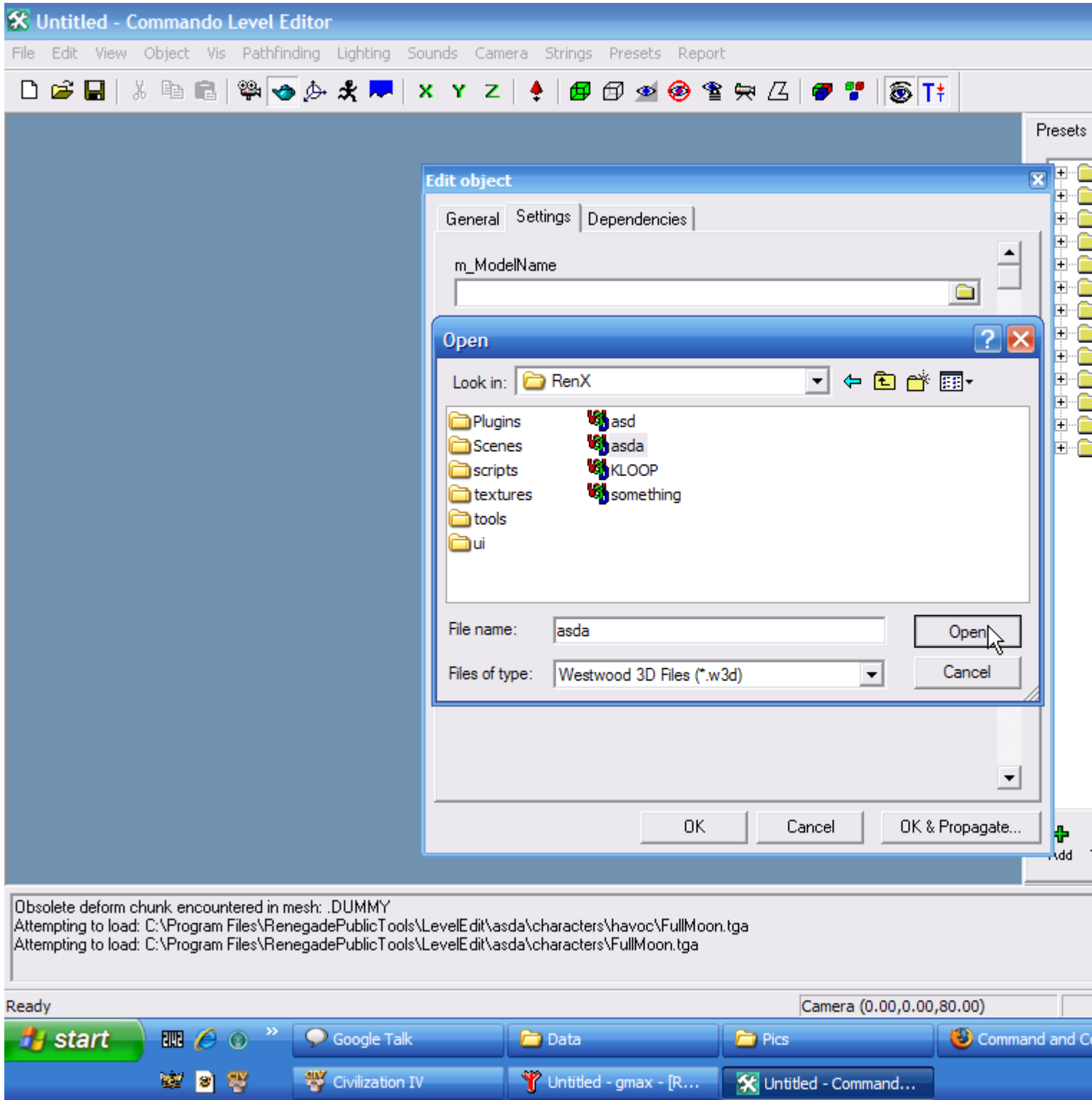
Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Wed, 05 Dec 2007 21:21:40 GMT
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File Attachments

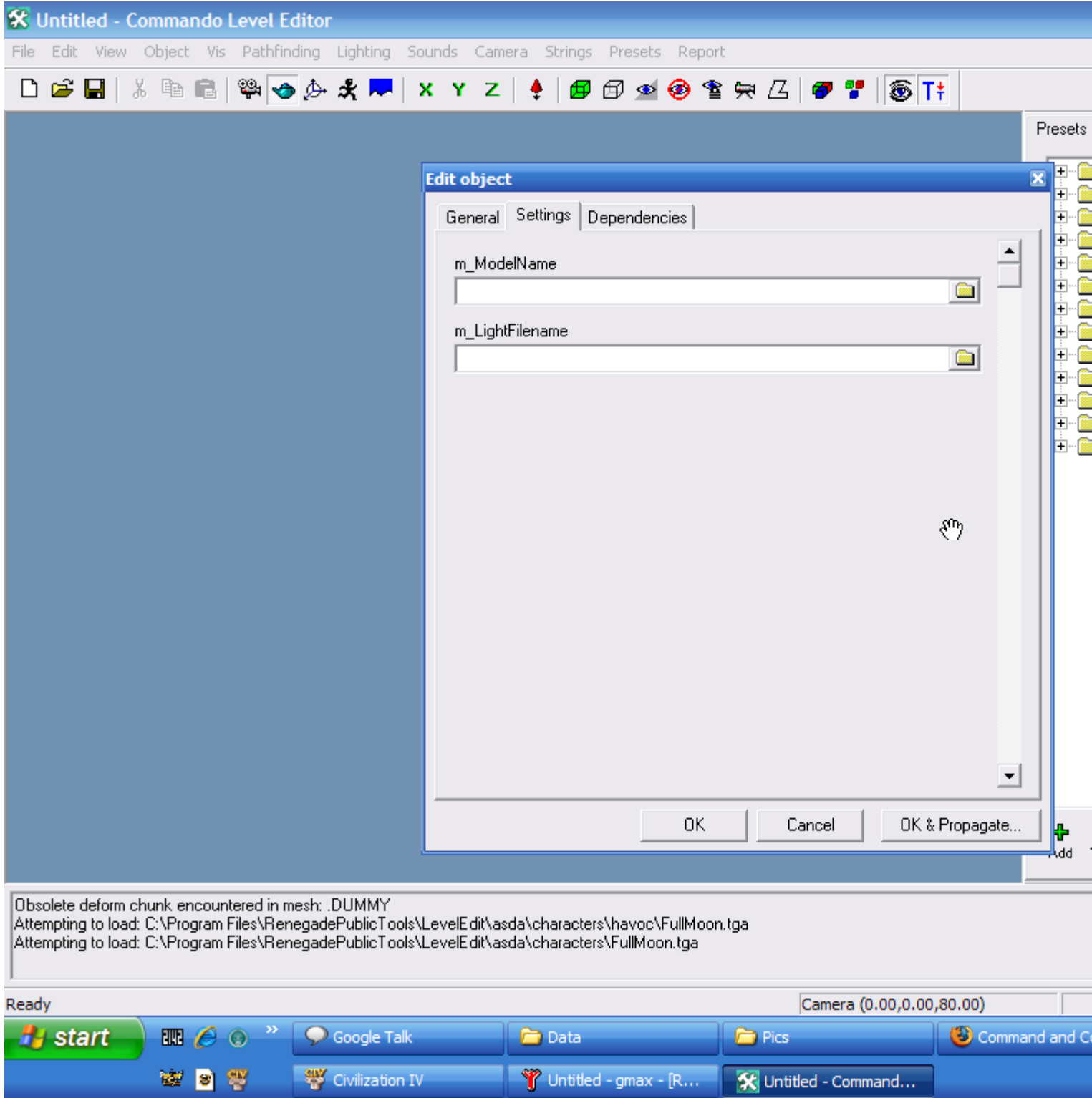
1) [ScreenShot00114.png](#), downloaded 506 times



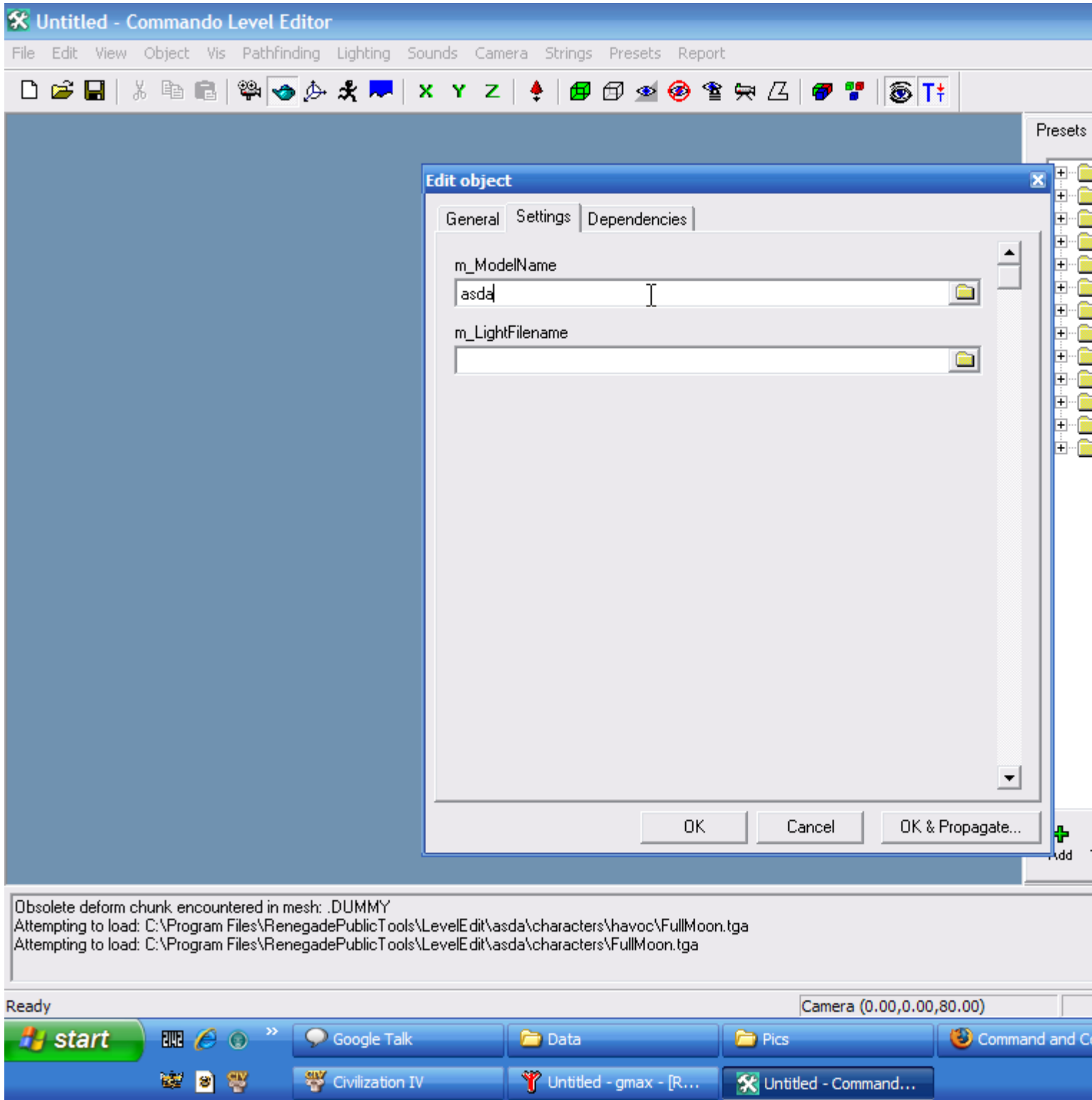
3) [ScreenShot00116.png](#), downloaded 501 times



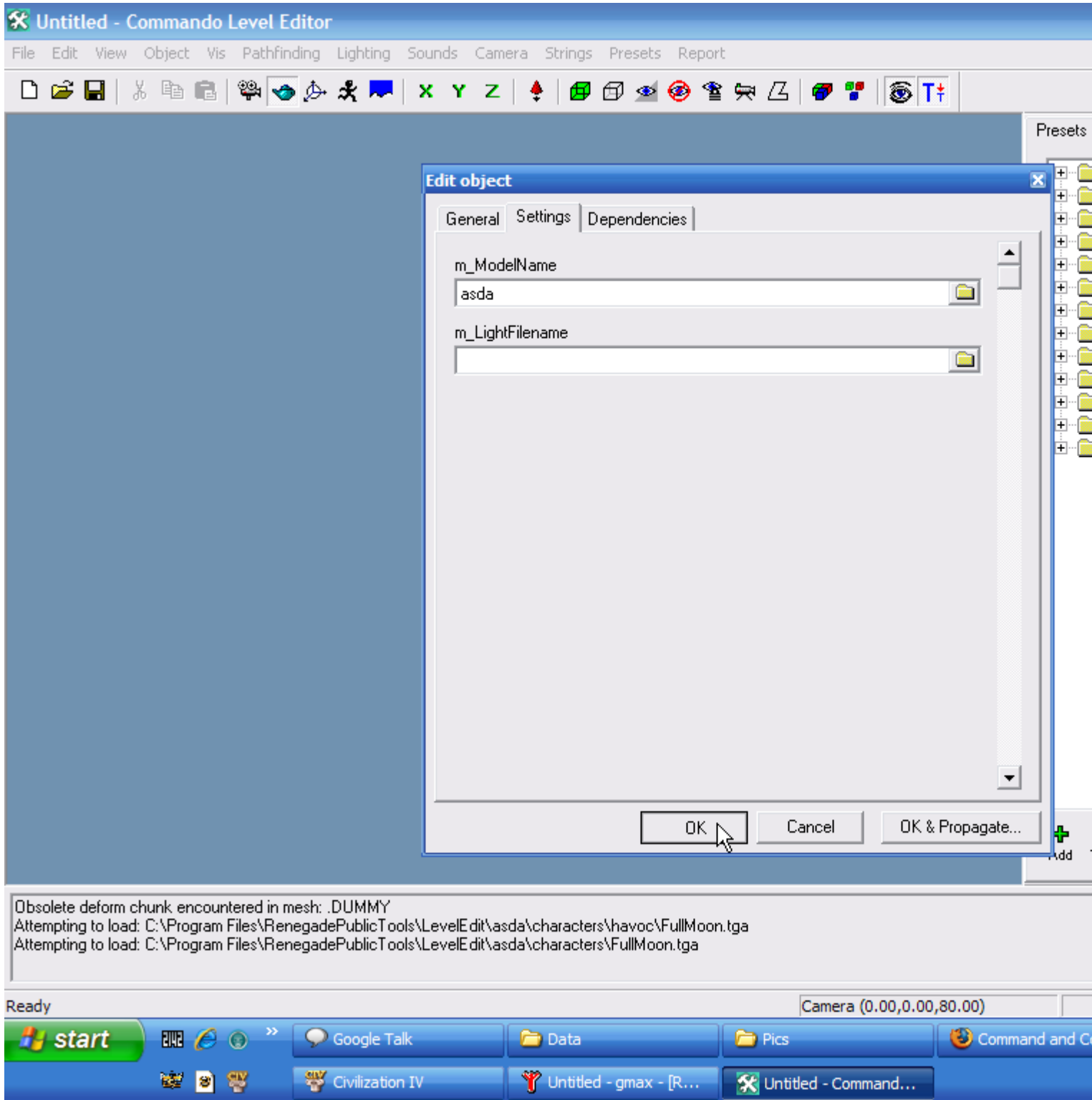
4) [ScreenShot00117.png](#), downloaded 509 times



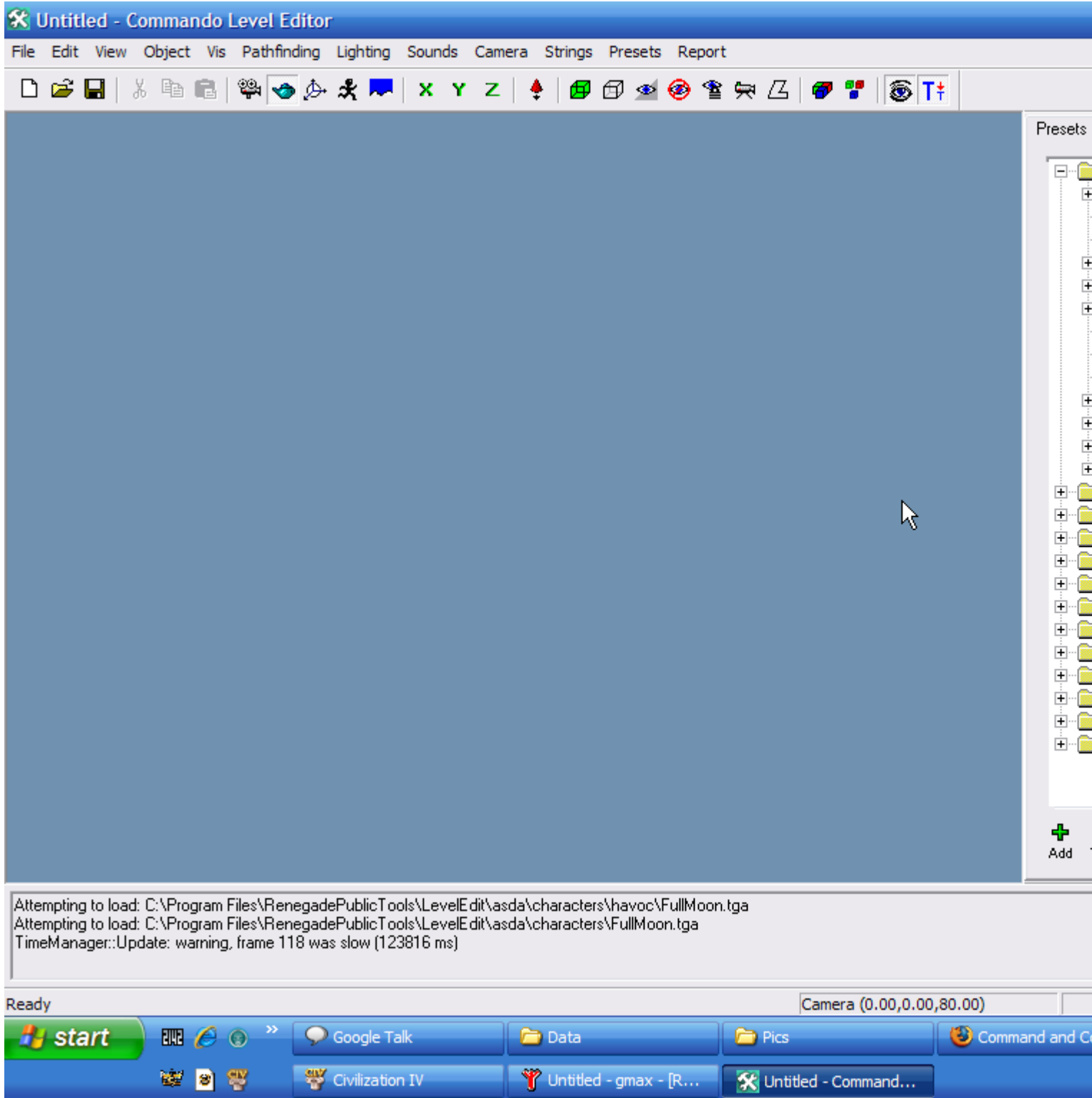
5) [ScreenShot00118.png](#), downloaded 496 times



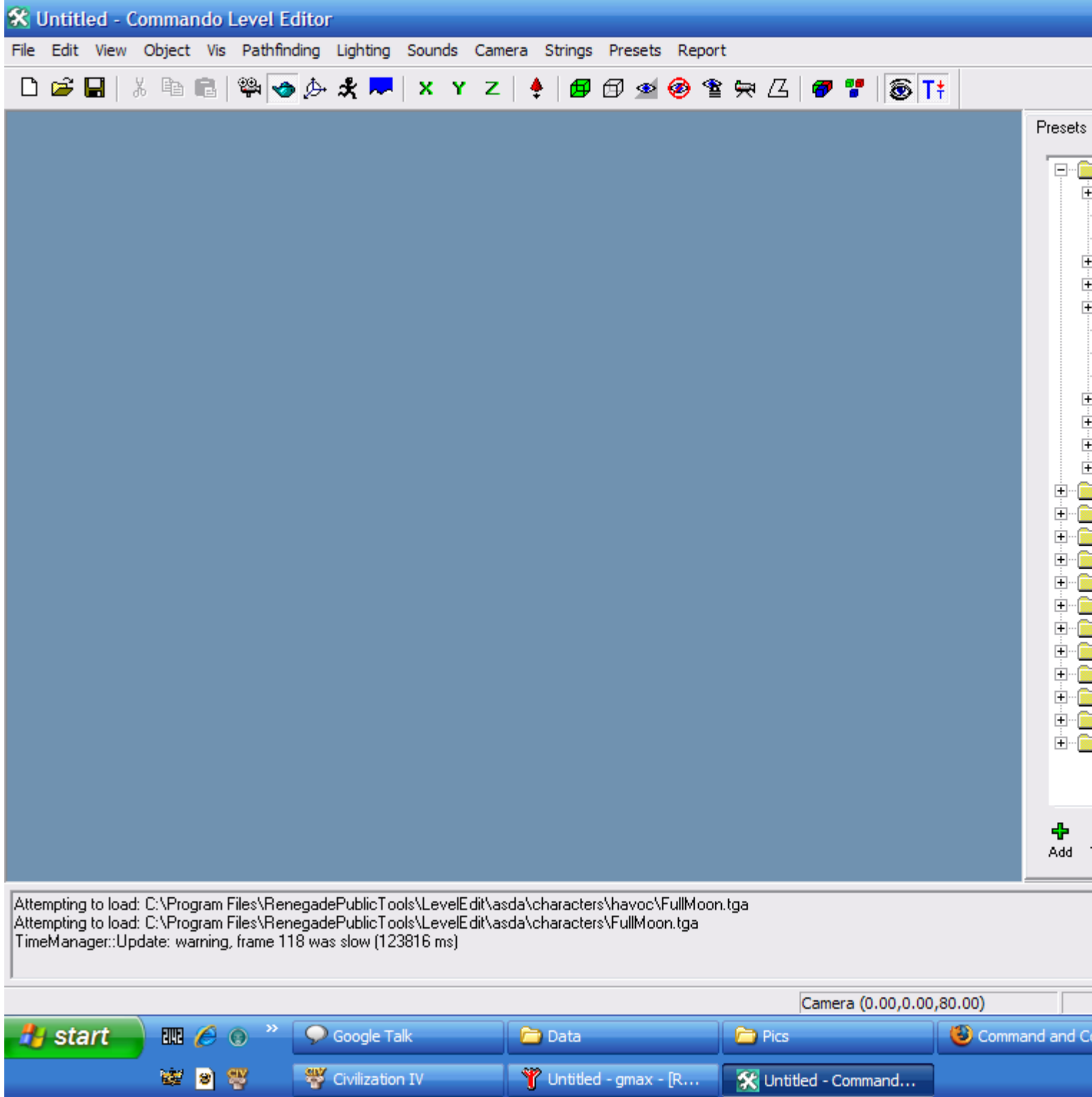
6) [ScreenShot00119.png](#), downloaded 502 times



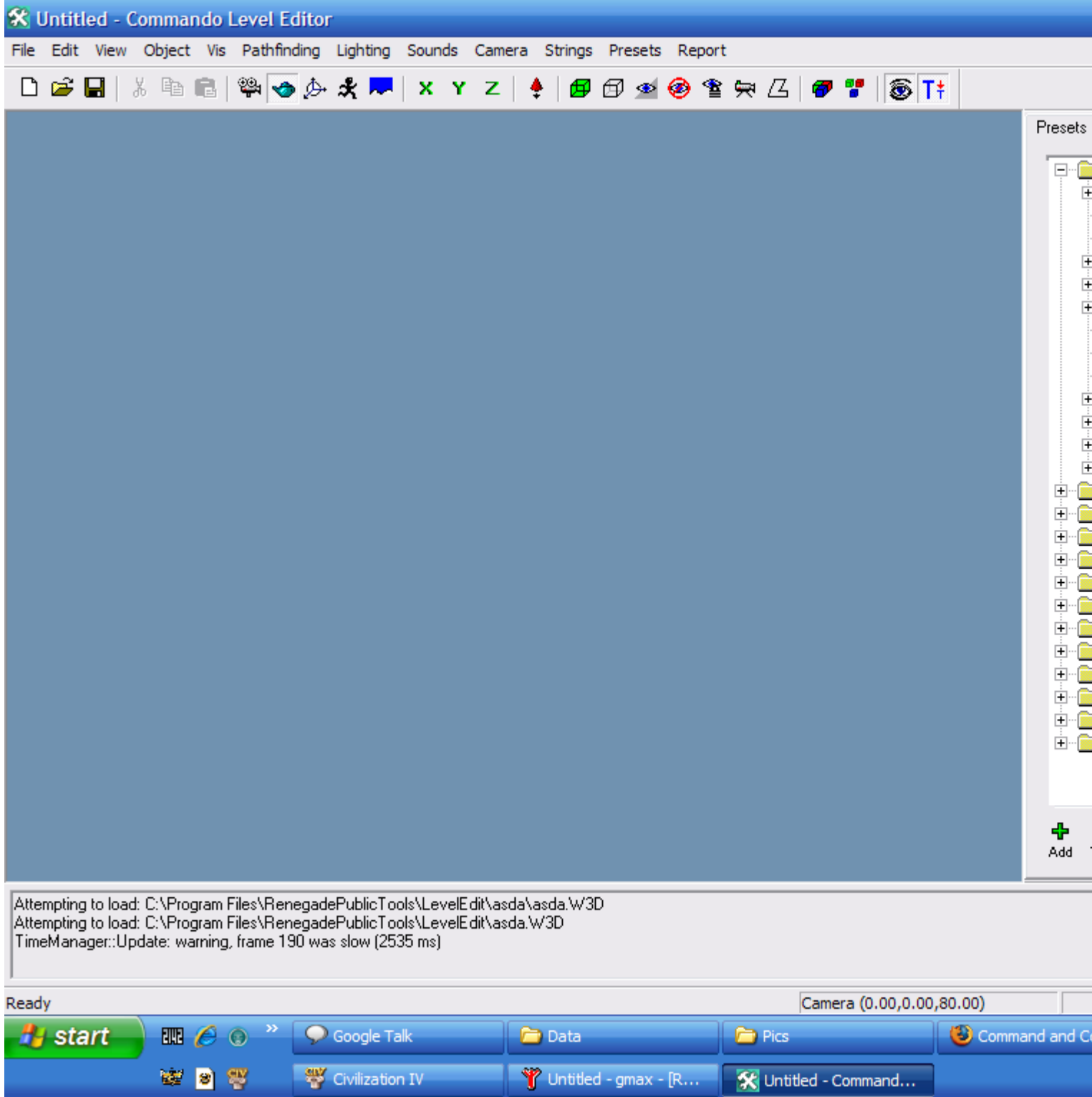
7) [ScreenShot00120.png](#), downloaded 520 times



8) [ScreenShot00121.png](#), downloaded 506 times



9) [ScreenShot00122.png](#), downloaded 493 times



Subject: Re: Renegade editor

Posted by [cpjok](#) on Wed, 05 Dec 2007 23:11:19 GMT

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like i said before as looking at the ss i didnt see

your terrian will not work unless you put the texture file you used for it in the same place of the w3d file

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Thu, 06 Dec 2007 00:07:36 GMT
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HA LOL your right. thank you

Subject: Re: Renegade editor
Posted by [cpjok](#) on Thu, 06 Dec 2007 00:09:29 GMT
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If You Need Any More Help And I Know Or Anything Let Me Know
