
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)
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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)
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Unable to split node! objcount = 7. (-215.81,526.72,7.98)
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Files\RenegadePublicTools\LevelEdit\new\tiles\dsapo\HND_INT_LM005.W3D
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
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aggregates\hand of nod\E_FLAME4.W3D
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aggregates\E_FLAME4.W3D
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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_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 = 3. (-183.81,477.42,34.60)
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Unable to split node! objcount = 3. (1.78,370.19,10.48)
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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)
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Unable to split node! objcount = 3. (1.54,-36.21,-0.60)
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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

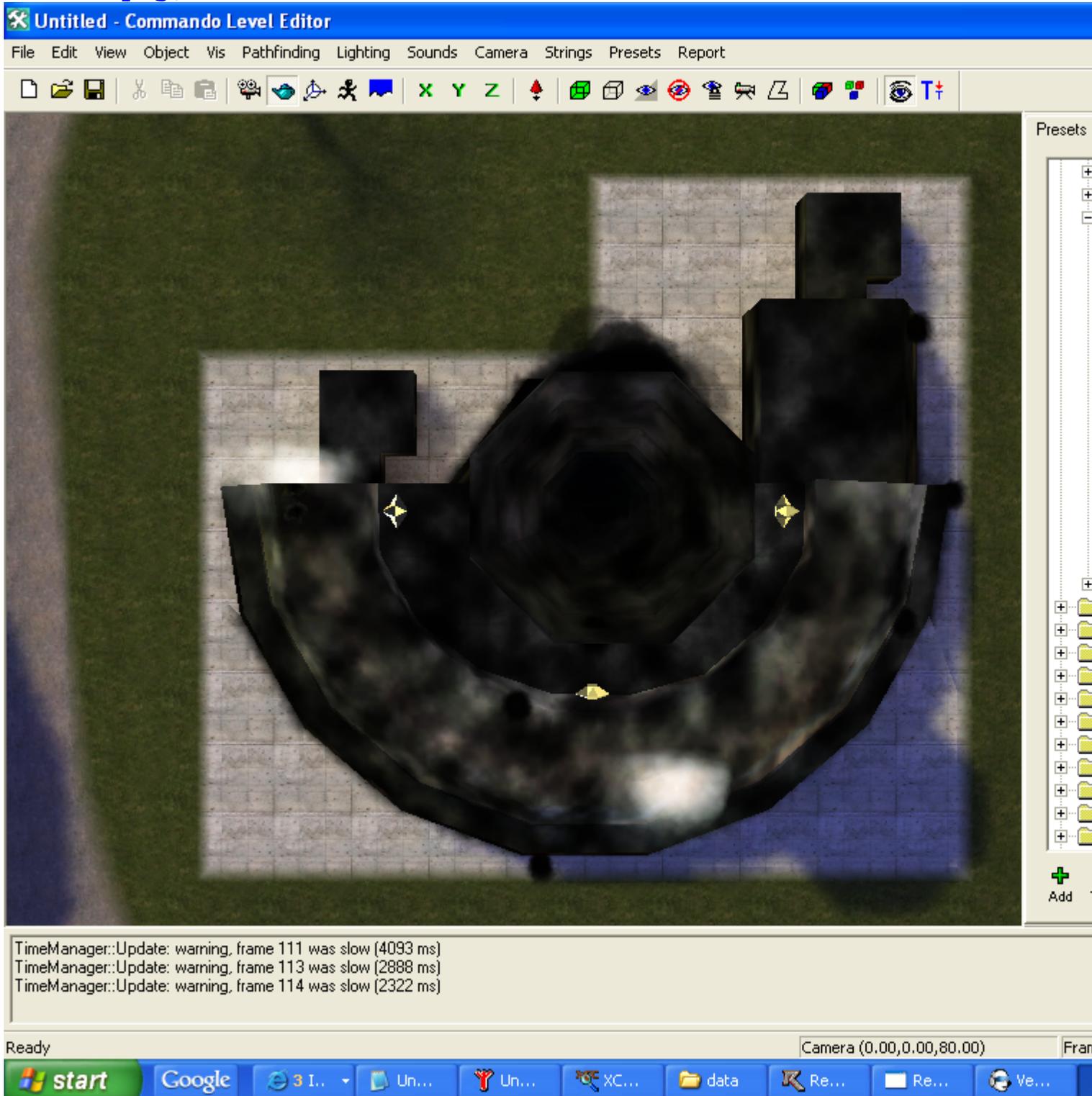
Subject: Re: Level edit
Posted by [farheen](#) on Sun, 26 Jul 2009 16:58:54 GMT
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cnc95fan wrote on Sun, 26 July 2009 12:45Erm, did it actually fail to load? That's quite normal

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 382 times



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 04:24Well, 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 09:54Move 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
