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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)  
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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  
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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  
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Unable to split node! objcount = 8. (-140.89,373.09,13.05)  
Unable to split node! objcount = 4. (-140.79,358.85,19.17)  
Unable to split node! objcount = 4. (-142.92,349.56,15.42)  
Unable to split node! objcount = 3. (45.08,152.83,4.39)  
Unable to split node! objcount = 5. (-52.25,-65.29,1.00)  
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Unable to split node! objcount = 4. (-183.56,537.30,20.64)  
Unable to split node! objcount = 3. (-183.71,535.02,21.34)  
Unable to split node! objcount = 3. (-188.27,528.70,16.59)  
Unable to split node! objcount = 3. (-206.23,543.07,13.17)  
Unable to split node! objcount = 3. (-204.20,533.10,21.51)  
Unable to split node! objcount = 4. (-207.86,533.24,13.85)  
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Unable to split node! objcount = 3. (-181.99,529.84,6.26)  
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Unable to split node! objcount = 5. (-172.87,536.29,-4.57)  
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Unable to split node! objcount = 4. (-174.09,548.04,-12.77)  
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Unable to split node! objcount = 4. (-208.75,514.59,-14.03)  
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Unable to split node! objcount = 3. (-169.57,531.68,-30.60)  
Unable to split node! objcount = 3. (-188.50,534.39,-29.13)  
Unable to split node! objcount = 4. (-194.09,539.83,-21.14)  
Unable to split node! objcount = 3. (-264.77,563.03,28.84)  
Unable to split node! objcount = 3. (-249.63,525.57,30.82)  
Unable to split node! objcount = 3. (-304.59,552.04,31.24)  
Unable to split node! objcount = 4. (-297.86,586.85,27.68)  
Unable to split node! objcount = 3. (-286.60,548.09,30.64)  
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Unable to split node! objcount = 4. (-297.21,543.18,30.64)  
Unable to split node! objcount = 3. (-297.19,536.95,27.94)  
Unable to split node! objcount = 3. (-286.24,523.89,30.64)  
Unable to split node! objcount = 3. (-293.62,526.17,29.69)  
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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. (69.96,328.85,3.53)  
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Unable to split node! objcount = 3. (55.38,307.52,3.96)  
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Unable to split node! objcount = 4. (-135.01,360.31,14.49)  
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Unable to split node! objcount = 3. (56.04,198.99,-1.07)  
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Unable to split node! objcount = 3. (-35.92,36.94,1.18)  
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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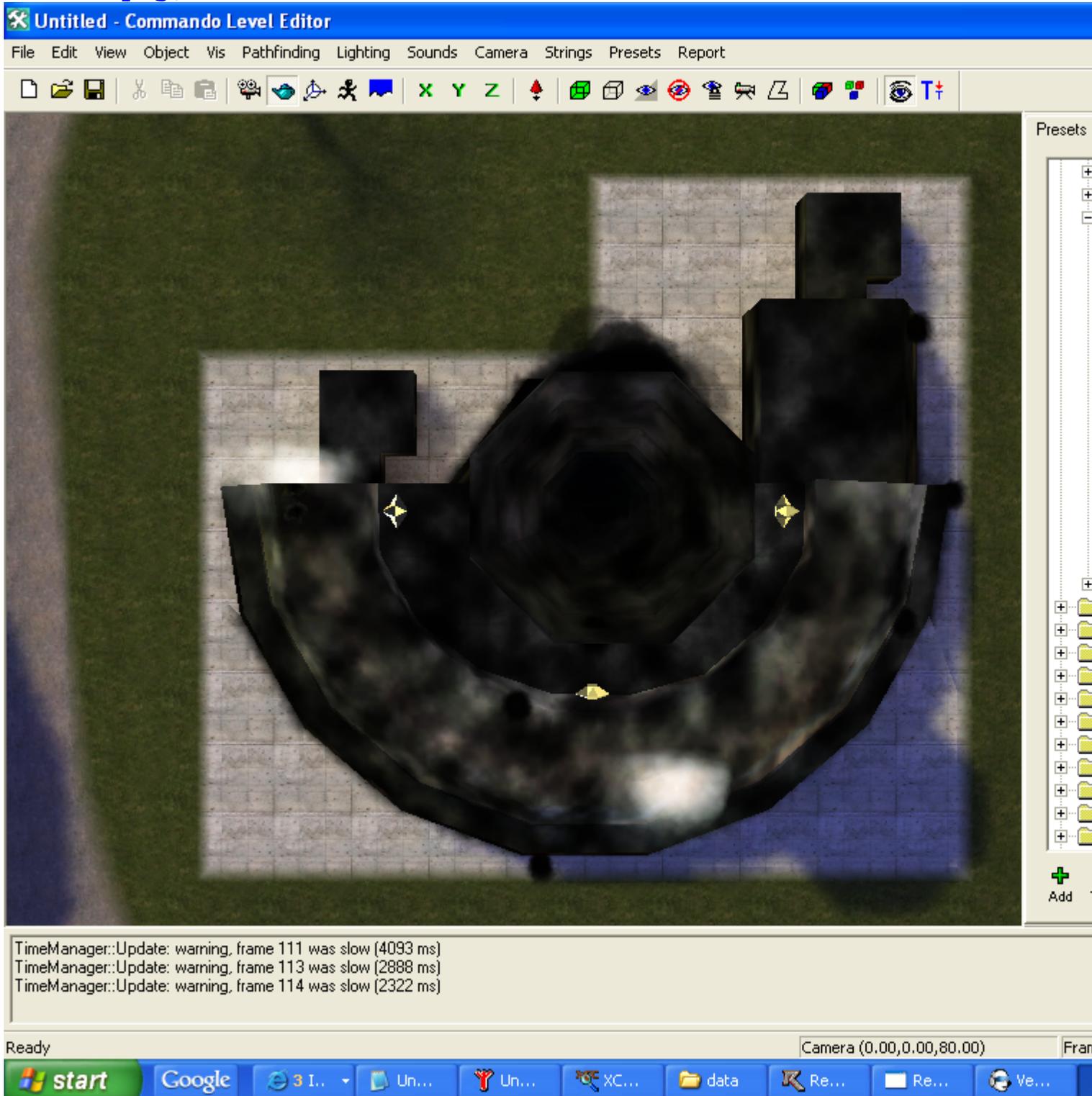
---

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



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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

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