
Subject: Changing the axis of rotation in gmax/renx
Posted by [Anonymous](#) on Sat, 04 Jan 2003 01:14:00 GMT
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that's right they aren't the proper format to be converted to dds.....Yes....thank you....thank you.....you hit the nail right on the head Dante.That's why my computer locks up when i am moving around in the commando editor.....or i guess i should actually say my video card is locking up my system.For some reason.....and i was paying close attention to this to make sure it was crashing at the same time the errors came up.Every time my ATI AIW Radeon locked up was within 1 or 2 seconds after the error was displayed.Then it hesitates...and if it doesn't hiccup and resume almost immediately i'm shutting it down.It happens to me when the editor has to render the texture on the object in question.Say i turn around in walkthrough mode.....walk 10 steps away and turn around and face the building again.....as i am turning around the editor engine renders the said improper color depth texture.....my computer hesitates.....it might just hesitate for a second but if it lasts longer than a second or two then it has for sure thrown my system into brainlock.When it really has an evil crash i can hear the little motherboard speaker start clicking and then it starts to hum and make wierd amplitude modulation noises noises...like an AM radio that has weak reception. This is not a healthy kind of crash for me to have and i really don't want to have to buy another high end display adapter yet.....something about that situation just doesn't agree with my display adapter when the color depths are different between objects i guess.....i don't know.....all i know is.....every time my computer locks up i am staring at one of these errors in the dialog box.The error is coming from the editor reading improperly formatted color depth of texture files in the always.dat and always2.dat archives.It's a problem that westwood could fix in an hour or less.....and i'm sure...at least in my case that the editor would be more stable and less likely to add fuel to the fire with my overtaxed display adapter.I usually multitask 3 editing programs at the same time....paintshop pro,AcidSee,gmax,sometimes commando while running gmax editing a meta class mesh that really slows down

gmax. _____ Invalid TGA format used in C:\~\MCT_wep-atr.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\ply-gradient.tga - only 24 and 32 bit formats should be used!Invalid texture size,scaling required. Texture:

C:\PROGRAM_FILES\RENEGADEPUBLICTOOLS\LEVEEDIT\C&C_"mapname"\terrain\building interior_tiles_multiplay\mp - gdi weapons factory\gdflor-gdi.tga, size:223 x 256 -> 256 x 256Invalid TGA format used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\bar_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\agd_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\ref_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\atr_pct_master.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\MCT_weap-atr.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\ob_clr_arw.tga - only 24 and 32 bit formats should be used!Invalid TGA format used in C:\~\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used!

_____ My theory is that these little abnormalities are not good for stability of the program collectively...and it has definitely proved to me that with my video adapter isn't bulletproof by any means.I wouldn't have even thought that this could have caused my pc to lock up till it happened 10 or 12 times within 2 days.....in almost the exact same place every time.....i've never had problems calculating or generating sectors.never had a prob saving or exporting mods or maps.....i've have been using the commando editor for over a year now and i hardly ever have a crash while saving,exporting,loading a map.The

commando editor will crash on demand for me.....all i have to do is select view full screen and poof....crash...lockup....scramble for the [ctrl][alt][del] keys.You just have to learn what to stay away from and what you can use without causing application meltdown or corruption of the library presets.If they got rid of all those referances to things that either arent there or have been updated or moved to a different directories in the library.....i'm sure that in it's self would get rid of the "What's that" crash.....you know.....hmm.....that looks like it might be interesting....so you select it click make.....and the little error window pops up to tell you that you better have not modified the preset library cause this baby's crashin right through to the basement.Hey....i just thought i'd bring it to Gregs attention.....it's not a major problemb or anything....just a little annoyance no big thing.....Eric.
