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Subject: DaeMoNiC MoD X1 released

Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:31:00 GMT

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Hi Everyone, I've created a basic level but when I save it as a terrain w3d file and 'make' it in the level editor, it doesn't appear. My level consists of boxes & planes ( not the machine). I've used 4 jpg textures & 1 tga. All my objects have UVW modifiers. The poly count is 2598. Like I said above, when I save it as a terrain w3d file and make it, it doesn't appear. I haven't added other objects e.g. buildings or characters. Here are parts of the error message: "Unable to split node! objcount = 3. (-527.31,66,99,46.79)" "Attempting to load: D:\Program Files\Westwood\RenegadePublicTools\LevelEdit\Rob's Maps\Terrain\GRASS.jpgC:\PROJECTS\RENEGADE\CODE\ww3d2\texturethumbnail.cpp (23) Assert: !strcmp(&name[len-4], ".tga") || !strcmp(&name[len-4], ".dds)" "Obsolete deform chunk encountered in mesh: DUMMY" I've got a bad feeling those messages are errors on my behalf, can someone help me? Thanx[ April 27, 2002: Message edited by: Robert Holland ]

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