

---

Subject: Re: RenegadeTools2

Posted by [ghost](#) on Sun, 27 Aug 2006 18:09:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Could this do with the reason that I deleted LevelEdit without uninstalling it? Ive searched my whole PC for anything that involved LevelEdit. Then i downloaded it from westwood FTP and many other sites. Then I installed it. Got nearly the same problem. And no i have no skins in that folder. Perhaps someone can send me a premade mod folder?

When i was adding/removing files i noticed that the objects.ddb was the reason it would crash. I would add it and EVERYTHING would work. Only 5 seconds into to full load it would crash. Without it nothing loads

After "adding" the files that the report shows i get this.

Quote:Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Resetting device.

Device reset completed

Targa: Failed to open file "SunHalo.tga"

Targa: Failed to open file "Sun.tga"

Render Object Name Collision: AABOX.BOX

Render Object Name Collision: OBBOX.BOX

Render Object Name Collision: VECTOR.VECTOR

Render Object Name Collision: VECTOR

Render Object Name Collision: AXES

Render Object Name Collision: POINT

DefinitionMgrClass::Find\_Typed\_Definition () failed due to a NULL DefinitionHash. Commando

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\METER.TGA

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\TA\_CEMENT.TGA

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\TA\_FRONT.TGA

Attempting to load: C:\Documents and

Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\EditorCac he\TA\_DUMMY.TGA

WARNING: Unable to fog shader in POINTLIGHT with given blending mode.

Render Object Name Collision: POINTLIGHT

Obsolete deform chunk encountered in mesh: .BODYBOX  
Obsolete deform chunk encountered in mesh: .CAMERA  
Obsolete deform chunk encountered in mesh: .GRID  
Obsolete deform chunk encountered in mesh: TRANSBOX.FRONT FACE01  
Obsolete deform chunk encountered in mesh: TRANSBOX.BOX01  
Obsolete deform chunk encountered in mesh: .DUMMY  
Attempting to load: C:\Documents and  
Settings\ToNy\Desktop\David\TOOLS\LevelEdit\batman\FullMoon. tga  
Attempting to load: C:\Documents and  
Settings\ToNy\Desktop\David\TOOLS\LevelEdit\FullMoon.tga

All i need is these images. But dont know where to get them.

---