
Subject: Re: C&C_Grassland

Posted by [futura83](#) on Mon, 28 Aug 2006 21:01:05 GMT

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bloody great(!) now it dosnt load up in commando edit. i have no idea what is wrong with it.

here is the .gmax file: http://futuramaparty.com/CnC_Grassland.gmax

btw, here is what shows up at the log thing:

```
ssland\tiles\building aggregates - multiplayer\mp - gdi refinery\E_FLARE5.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\E_FLARE5.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplayer\mp -
gdi refinery\E_19_REFSPRK1.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\E_19_REFSPRK1.W3D
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod refinery\mnref_int_n+\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod refinery\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod refinery\mnref_int_n+\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod refinery\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod refinery\ref_wall.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\ref_wall.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod refinery\mct_nod.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\mct_nod.tga
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Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod refinery\nod_lt.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\nod_lt.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod refinery\MNREF_MCT.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MNREF_MCT.W3D
FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MNREF_MCT.MNREF_MCT")
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 3. (299.76,258.65,3.03)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 3. (575.88,378.75,2.14)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to find preset for placeholder MNREF_AG_3N.
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod refinery\pwr_runninglight.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\pwr_runninglight.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod refinery\com-monitor01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\com-monitor01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi weapons factory\mgwep_int_n02+\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi weapons factory\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi weapons factory\mgwep_int_n02+\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi weapons factory\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi weapons factory\hnd_ceiling.tga

Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\hnd_ceiling.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi weapons factory\pwr_ceiling01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\pwr_ceiling01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi weapons factory\qht-door.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\qht-door.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\MGWEP_MCT.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MGWEP_MCT.W3D
FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MGWEP_MCT.MGWEP_MCT")
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 3. (299.76,258.65,3.03)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 8. (254.00,203.20,3.78)
Unable to split node! objcount = 4. (255.52,203.51,1.17)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (243.50,205.03,3.61)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 8. (254.00,203.20,3.78)
Unable to split node! objcount = 4. (255.52,203.51,1.17)
Unable to split node! objcount = 6. (243.41,202.50,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 6. (255.64,203.20,3.78)
Unable to split node! objcount = 8. (246.48,202.50,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)

Unable to split node! objcount = 6. (234.18,198.82,3.06)
Unable to split node! objcount = 4. (236.83,189.35,3.55)
Unable to split node! objcount = 3. (575.88,378.75,2.14)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 6. (255.64,203.20,3.78)
Unable to split node! objcount = 4. (255.52,203.51,1.17)
Unable to split node! objcount = 4. (247.79,203.12,3.71)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (243.41,202.50,3.40)
Unable to split node! objcount = 4. (233.84,190.68,3.55)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\gdi weapons
factory\ref_shaft.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\ref_shaft.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\gdi weapons
factory\gd_top2.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\gd_top2.tga
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Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\gdi weapons
factory\E_V-ARC1.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\E_V-ARC1.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\gdi weapons
factory\E_V-ARC2.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\E_V-ARC2.W3D
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Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\gdi weapons
factory\E_WEP_FX2.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building
aggregates\E_WEP_FX2.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates\gdi weapons
factory\E_WEP_FX1.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building
aggregates\E_WEP_FX1.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\MCT_wep-atr.tga
Attempting to load: C:\Program

Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MCT_wep-atr.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\MCT_off.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MCT_off.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\pwr_emisv_light01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\pwr_emisv_light01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\atr_scem02.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\atr_scem02.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\wep_pct_master.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\wep_pct_master.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\E_COM_PRESSURE.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\E_COM_PRESSURE.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\E_PWR_SMOKE2.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\E_PWR_SMOKE2.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi weapons factory\E_19_NEWEXP4.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\E_19_NEWEXP4.W3D
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (302.18,256.01,3.51)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 8. (254.00,203.20,3.78)

Unable to split node! objcount = 4. (243.50,205.03,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod air tower\mnatr_int_n+\0.tga
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Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod air tower\0.tga
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Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod air tower\mnatr_int_n+\1.tga
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Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod air tower\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod air tower\ref_barrel.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\ref_barrel.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
nod air tower\Ob_wall01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\Ob_wall01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod air tower\MNATR_MCT.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MNATR_MCT.W3D
FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MNATR_MCT.MNATR_MCT")
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod air tower\atr_pct_master.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\atr_pct_master.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod air tower\com-map.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -

multiplay\com-map.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod air tower\atr_scrnwrd-B.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\atr_scrnwrd-B.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod air tower\MCT_pwr-com-obl.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MCT_pwr-com-obl.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod air tower\atr_scem01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\atr_scem01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
nod air tower\ob_clr_arw.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\ob_clr_arw.tga
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 4. (560.01,411.73,0.72)
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 6. (253.90,201.19,3.78)
Unable to split node! objcount = 6. (244.44,200.86,2.89)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 4. (560.01,411.73,0.72)
Unable to split node! objcount = 4. (577.44,380.92,3.49)
Unable to split node! objcount = 3. (580.13,384.23,1.55)
Unable to split node! objcount = 3. (299.76,258.65,3.03)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 6. (255.64,203.20,3.78)
Unable to split node! objcount = 4. (255.52,203.51,1.17)
Unable to split node! objcount = 6. (246.57,204.85,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)

Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to find preset for placeholder MNATR_AG_3N.
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 4. (560.01,411.52,0.72)
Unable to split node! objcount = 3. (575.88,378.75,2.14)
Unable to split node! objcount = 3. (299.76,258.65,3.03)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (255.54,201.12,3.78)
Unable to split node! objcount = 8. (246.48,202.50,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 6. (560.01,411.73,0.72)
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (302.18,256.01,3.51)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (255.73,204.88,3.78)
Unable to split node! objcount = 6. (246.57,204.85,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi barracks\grid.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\grid.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi barracks\ref_block.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\ref_block.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi barracks\mgbar_int_n+\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi barracks\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi barracks\mgbar_int_n+\1.tga
Attempting to load: C:\Program

Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
gdi barracks\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi barracks\MGBAR_MCT.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MGBAR_MCT.W3D
FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MGBAR_MCT.MGBAR_MCT")
Unable to split node! objcount = 12. (566.78,414.66,5.14)
Unable to split node! objcount = 5. (563.63,417.07,5.71)
Unable to split node! objcount = 6. (560.01,411.73,0.72)
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (235.83,242.93,4.13)
Unable to split node! objcount = 4. (227.65,239.02,1.14)
Unable to split node! objcount = 6. (254.00,204.88,3.78)
Unable to split node! objcount = 4. (243.50,205.03,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 6. (560.01,411.73,0.72)
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (302.18,256.01,3.51)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (231.96,236.01,1.27)
Unable to split node! objcount = 6. (255.64,203.20,3.78)
Unable to split node! objcount = 4. (247.79,203.12,3.71)
Unable to split node! objcount = 4. (243.41,202.50,3.40)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
gdi barracks\bar_pct_master.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\bar_pct_master.tga
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 6. (560.01,411.73,0.72)
Unable to split node! objcount = 3. (575.88,378.75,2.14)

Unable to split node! objcount = 3. (299.76,258.65,3.03)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (247.96,242.75,1.14)
Unable to split node! objcount = 6. (253.90,201.19,3.78)
Unable to split node! objcount = 6. (243.41,202.50,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 6. (561.63,418.13,0.72)
Unable to split node! objcount = 3. (576.21,380.05,1.55)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (231.96,236.01,1.27)
Unable to split node! objcount = 4. (250.37,207.79,0.73)
Unable to split node! objcount = 6. (253.90,201.19,3.78)
Unable to split node! objcount = 6. (243.41,202.50,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 6. (234.18,198.82,3.06)
Unable to split node! objcount = 4. (236.83,189.35,3.55)
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 4. (560.01,411.73,0.72)
Unable to split node! objcount = 3. (575.88,378.75,2.14)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (231.96,236.01,1.27)
Unable to split node! objcount = 4. (255.73,204.88,3.78)
Unable to split node! objcount = 4. (247.79,203.12,3.71)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (243.41,202.50,3.40)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 4. (236.83,189.35,3.55)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplayer\mp -
hand of nod\hnd_mat.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplayer\hnd_mat.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplayer\mp -
hand of nod\atr_blips.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplayer\atr_blips.tga

Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
hand of nod\atr_scrnwrd-A.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\atr_scrnwrd-A.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
hand of nod\hnd_pct_master.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\hnd_pct_master.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
hand of nod\mnhnd_int_n+\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
hand of nod\0.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
hand of nod\mnhnd_int_n+\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
hand of nod\1.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
hand of nod\hnd_wall01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\hnd_wall01.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior tiles_multiplay\mp -
hand of nod\ref_ramp.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\terrain\building interior
tiles_multiplay\ref_ramp.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates - multiplay\mp -
hand of nod\MNHND_MCT.W3D
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Grassland\tiles\building aggregates -
multiplay\MNHND_MCT.W3D
FAILED TO FIND ANIM IN
AnimCollisionManagerClass::Internal_Set_Animation("MNHND_MCT.MNHND_MCT")
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 6. (560.01,411.73,0.72)
Unable to split node! objcount = 3. (576.21,380.05,1.55)

Unable to split node! objcount = 3. (501.35,417.38,1.38)
Unable to split node! objcount = 5. (491.14,421.96,5.98)
Unable to split node! objcount = 3. (492.15,414.51,6.09)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (227.65,239.02,1.14)
Unable to split node! objcount = 6. (253.90,201.19,3.78)
Unable to split node! objcount = 4. (243.50,205.03,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 12. (566.78,414.66,5.14)
Unable to split node! objcount = 5. (563.63,417.07,5.71)
Unable to split node! objcount = 3. (563.95,420.36,1.71)
Unable to split node! objcount = 4. (560.01,411.52,0.72)
Unable to split node! objcount = 3. (575.88,378.75,2.14)
Unable to split node! objcount = 3. (501.35,417.38,1.38)
Unable to split node! objcount = 8. (491.50,419.29,5.98)
Unable to split node! objcount = 3. (299.76,258.65,3.03)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 4. (235.83,242.93,4.13)
Unable to split node! objcount = 6. (253.90,201.19,3.78)
Unable to split node! objcount = 6. (243.41,202.50,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 3. (568.89,415.10,5.71)
Unable to split node! objcount = 14. (565.64,415.97,5.14)
Unable to split node! objcount = 3. (563.95,420.36,1.71)
Unable to split node! objcount = 4. (560.01,411.52,0.72)
Unable to split node! objcount = 3. (575.88,378.75,2.14)
Unable to split node! objcount = 3. (501.00,422.01,1.38)
Unable to split node! objcount = 6. (491.50,417.63,6.09)
Unable to split node! objcount = 5. (298.66,258.80,1.57)
Unable to split node! objcount = 4. (286.42,257.61,1.15)
Unable to split node! objcount = 6. (254.00,204.88,3.78)
Unable to split node! objcount = 6. (243.41,202.50,3.61)
Unable to split node! objcount = 4. (246.36,203.72,2.33)
Unable to split node! objcount = 4. (246.50,207.87,0.73)
Unable to split node! objcount = 4. (234.18,201.30,3.06)
Unable to split node! objcount = 6. (236.83,190.68,3.55)
Unable to split node! objcount = 7. (572.30,380.84,16.97)
Unable to split node! objcount = 3. (511.18,420.47,9.91)
Unable to split node! objcount = 7. (503.59,419.54,7.97)
Unable to split node! objcount = 3. (493.07,419.55,7.13)
Unable to split node! objcount = 4. (564.80,417.23,5.98)

Unable to split node! objcount = 5. (564.75,417.23,4.04)
Unable to split node! objcount = 3. (561.72,417.34,3.80)
Unable to split node! objcount = 3. (540.14,415.53,1.48)
Unable to split node! objcount = 3. (518.15,422.31,5.74)
Unable to split node! objcount = 4. (515.65,420.79,5.74)
Unable to split node! objcount = 3. (510.15,426.88,4.97)
Unable to split node! objcount = 3. (510.93,414.03,4.97)
Unable to split node! objcount = 5. (504.26,420.04,1.96)
Unable to split node! objcount = 3. (498.38,419.69,1.23)
Unable to split node! objcount = 4. (301.17,252.89,16.99)
Unable to split node! objcount = 3. (245.55,195.83,10.41)
Unable to split node! objcount = 3. (296.90,258.56,1.42)
Unable to split node! objcount = 4. (302.81,254.04,2.59)
Unable to split node! objcount = 4. (240.04,242.79,4.70)
Unable to split node! objcount = 3. (240.37,243.48,3.20)
Unable to split node! objcount = 3. (240.04,242.85,2.97)
Unable to split node! objcount = 3. (233.47,235.77,1.11)
Unable to split node! objcount = 3. (244.89,190.60,3.92)
Unable to split node! objcount = 3. (246.55,207.60,1.34)
Unable to split node! objcount = 3. (244.77,196.78,2.80)
Unable to split node! objcount = 3. (240.80,193.54,2.81)
TimeManager::Update: warning, frame 36924 was slow (9049 ms)
TimeManager::Update: warning, frame 36994 was slow (188526 ms)
TimeManager::Update: warning, frame 36995 was slow (9568 ms)
TimeManager::Update: warning, frame 37016 was slow (8952 ms)
TimeManager::Update: warning, frame 37023 was slow (22122 ms)
TimeManager::Update: warning, frame 37024 was slow (2090 ms)
