Bump*

Bit of a update, Its all fixed...
I have no clue what I did (If anything was done). I just opened it one last time to check and it
worked
Back to modding that bloody project

Resetting device.
Device reset completed
Resetting device.
Device reset completed
Resetting device.
Device reset completed
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
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\always\characters\f_hm_havoc_wrist.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\always\f_hm_havoc_wrist.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\always\characters\f_hm_havoc_hands.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\always\f_hm_havoc_hands.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\always\characters\F_SKELETON.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\always\F_SKELETON.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\characters\havoc\C_HAVOC_.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\characters\C_HAVOC_.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\characters\havoc\C_HAVOC_L3.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\characters\C_HAVOC_L3.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution
AOW\characters\havoc\c_havoc.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution

AOW\characters\c_havoc.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_L2.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_L2.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_L1.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_L1.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_L0.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_L0.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\C_HAVOC_HEAD.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\C_HAVOC_HEAD.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\S_A_HEAD.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\S_A_HEAD.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\s_a_tall.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\s_a_tall.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\s_a_wide.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\s_a_wide.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\S_A_MOUTH.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\S_A_MOUTH.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\S_A_EXPRESSION.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\S_A_EXPRESSION.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\EditorCache\METER.TGA
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\EditorCache\TA_CEMENT.TGA
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\EditorCache\TA_FRONT.TGA
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\EditorCache\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:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Evolution AOW\characters\FullMoon.tga
TimeManager::Update: warning, frame 22 was slow (69325 ms)
CombatManager::Unload_Level
DialogMgrClass: Flushing dialogs
DialogMgrClass: Flush complete