Subject: Re: Making own MOD
Posted by sauron--the--king on Mon, 06 Dec 2010 20:41:06 GMT
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Jerad Gray wrote on Mon, 06 December 2010 13:17
Some of the terrain assets are dummies that don't attach to visible terrain anymore, chances are there are two different sets of level 9's terrain, one of which has no visible terrain. If you can find the other one in the assets and place that you should be good to go.
I've been searching for this inside the aways.dat with the XCC program, but I haven't been able to find it... I have exported all the files from Always.dat to my own Level Edit files, but even after exporting all these files he can't load it... He can't even load any of the levels, even not the Multiplayer ones.

Jerad Gray wrote on Mon, 06 December 2010 13:17 After the patch some of the model's had their 3D models changed, and although the presets reflect this, Level editor isn't smart enough to access always2.dat. Because of this level editor crashes when you place a model that it is unable to access the 3D model of.
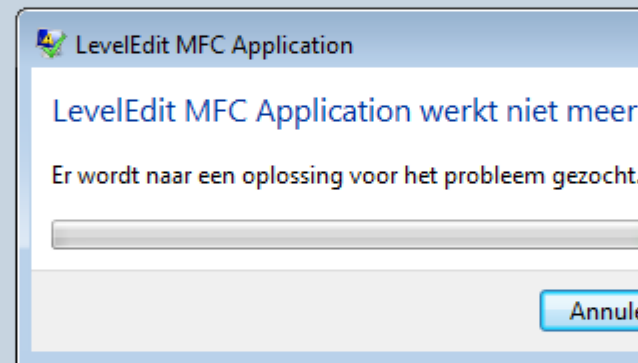How can I add them then? When I try to, this happends:

The Character which I'm trying to load exists. It is in the Always file. But still it won't load the W3D file, because then this error occures again...

Maybe you know how to solve these problems, if you don't, thanks for trying

File Attachments
1) error.png, downloaded 296 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

LevelEdit MFC Application

LevelEdit MFC Application werkt niet meer

Er wordt naar een oplossing voor het probleem gezocht

Annule

Render Object Name Collision: C_AG_NOD_EN.K_HEAD
Render Object Name Collision: C_AG_NOD_EN
Attempting to load: C:\Program Files\Alienate\LevelEdit\ALWAYS\c_ag_alien_general.W3D

This folder exists and has c_ag_alien_general.W3