
Subject: Renegade Level Editor Help

Posted by [eatcow](#) on Wed, 11 May 2011 03:12:07 GMT

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Howdy,

I am having issues trying to load a map. I have the westwood level files but they do not open up. Here is a print out of the error listing I get trying to load hourglass. Can someone please help? I can't load any maps. Thanks!!!

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:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\EditorCache\METER.TGA

Attempting to load: C:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\EditorCache\TA_CEMENT.TGA

Attempting to load: C:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\EditorCache\TA_FRONT.TGA

Attempting to load: C:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\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

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\FullMoon.tga

Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\FullMoon.tga
Texture file not found: fullmoon.tga
Resetting device.
Device reset completed
