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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:57:00 GMT  
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I've uploaded my mod to <http://trzmods.net> and [www.cncsector.com](http://www.cncsector.com). This is the first release and therefore does not not really have much yet. download it or give me ur e-mail so i can send it to u & read the read me.txt for more info. My LAN connectoin sux so if someone could start a server with my mod running on it so i can actually play test it i'd be very happy. If u do start a server e-mail me with the server info so i can join it & play. If u have any questions or comments my e-mail is [graeme@masciuch.net](mailto:graeme@masciuch.net)NOTE::the e-mail address in the read me.txt is incorrect and my new e-amil will be in there when i release X2. sorry for any confusion this may cause.

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:00:00 GMT  
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BUMPi want somone to actually at least try it out

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:05:00 GMT  
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i cant figure out where it is on the websites so could u send it to me [m\\_gianino@hotmail.com](mailto:m_gianino@hotmail.com)

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:17:00 GMT  
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they ARENT on the website, can u send it to me at [rocker900@hotmail.com](mailto:rocker900@hotmail.com)

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:31:00 GMT  
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Hi Everyone, I've created a basic level but when I save it as a terrain w3d file and 'make' it in the level editor, it doesn't appear. My level consists of boxes & planes ( not the machine). I've used 4 jpg textures & 1 tga. All my objects have UVW modifiers. The poly count is 2598. Like I said above, when I save it as a terrain w3d file and make it, it doesn't appear. I haven't added other objects e.g. buildings or characters. Here are parts of the error message: "Unable to split node! objcount = 3. (-527.31,66,99,46.79)" "Attempting to load: D:\Program Files\Westwood\RenegadePublicTools\LevelEdit\Rob's Maps\Terrain\GRASS.jpgC:\PROJECTS\RENEGADE\CODE\ww3d2\texturethumbnail.cpp (23)

Assert: !strcmp(&name[len-4], ".tga")| !strcmp(&name[len-4], ".dds")"Obsolete deform chunk encountered in mesh: DUMMY"I've got a bad feeling those messages are errors on my behalf, can someone help me? Thanx[ April 27, 2002: Message edited by: Robert Holland ]

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:34:00 GMT  
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wow do u need a copy and past tutorial or what???about your prob try to make all your jpeg into tga file

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:35:00 GMT  
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Sos about the copy/ paste repetition; fixed now

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:38:00 GMT  
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How do you convert the jpgs into tga files?

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:43:00 GMT  
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paint shop pro or adobe paint shopalso, maybe it wont work just putting tga... just try it... im not god, but i can try to help [ April 27, 2002: Message edited by: Francois ]

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:58:00 GMT  
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I've created the tga files. Not worked. the obsolete mesh messages come up still. A LOT more can't split node! messages come up. It's attempting to load character textures & w3d files which aren't in my character folder, which is wierd. And it can't shade fog cos of blending mode and loads; I wish u could copy the errors to a text doc.

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Subject: DaeMoNiC MoD X1 released  
Posted by [Anonymous](#) on Sun, 28 Apr 2002 00:28:00 GMT  
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they are uploaded so i guess the webmster(s) haven't posted them yet ill e-mail the mod to noth of u asap i almost have version X2 done so ill send that.

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