
Subject: Missing models?

Posted by [BlazeDragoon](#) on Mon, 02 May 2005 04:51:36 GMT

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There was something wrong I noticed with my maps a few days ago when I started playing them. I made these maps awhile back...and added some trees with leveledit, and now all the trees are missing when I play on them. I cannot locate the model(s) of the tree (I looked in the presets and found what I used to add them to find the models). The tree models are.. pine_green.w3d OR pine_grn.w3d, if anyone knows why, a way to fix it, or has these models so I can do something about it, I can't explain how thankful I'd be.

Subject: Missing models?

Posted by [Aircraftkiller](#) on Mon, 02 May 2005 06:48:57 GMT

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It's obvious that if a model does not load, it doesn't exist anywhere Renegade can search for it. So try actually finding the right preset for the editor trees.

Subject: Missing models?

Posted by [BlazeDragoon](#) on Mon, 02 May 2005 09:01:23 GMT

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I'm almost 100% everything is right with the preset's, I think I just need the model. Reason being is I checked all my files including always.dat and it wasn't there. So if your ren had it, it would probably work fine but I don't have it so. I'm gonna have to end up getting it, and adding it in the map itself I guess:/.

Subject: Missing models?

Posted by [BlazeDragoon](#) on Tue, 03 May 2005 01:14:22 GMT

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Ok...yea I played a few other standard maps...like three that have it in there. This is the tree I'm talking about

That picture is from a map called C&C_Forest_Trail made by Aircraftkiller, and once again I didn't see any of those trees. I have also had a few other people check their always.dat for me to see if they had it...they didn't.

Subject: Missing models?

Posted by [danpaul88](#) on Tue, 03 May 2005 09:48:57 GMT

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lol, that tree is probably part of the terrain model for the map or a w3d included in the .mix file

Subject: Missing models?

Posted by [BlazeDragoon](#) on Tue, 03 May 2005 12:17:57 GMT

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Hmmm well if it is then why don't I see it when I play the map:/?When I added the trees to my map I simply did it with level edit(that was awhile back,when it still worked).

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Posted by [reborn](#) on Tue, 03 May 2005 13:01:17 GMT

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AircraftKiller normally doesn't use models that are already a part of renegade, he usually makes his own. So I would agree with Danpaul that it is probably part of the .mix not the always.dat, but what you are saying makes it sound like you have been playing with a program like xcc mixer and deleted the files from your always.dat or something. It doesn't quite add up, I can see why you might be confused.

Subject: Missing models?

Posted by [Oblivion165](#) on Tue, 03 May 2005 17:52:04 GMT

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BlazeDragoonOk...yea I played a few other standard maps...like three that have it in there.This is the tree I'm talking about

That picture is from a map called C&C_Forest_Trail made by Aircraftkiller,and once again I didn't see any of those trees.I have also had a few other people check their always.dat for me to see if they had it...they didn't.

That pine tree im 99% sure is the pine_grn.w3d you speak of.

Things you can try:

1. Delete Objects.Dbb in your mod folder - This will reset all presets on load. Incase you accidently changed something.
2. Open Always.Dat and looks for the W3D of the tree your looking for, and adding it manually to LE.
3. Delete all, Re-install

EDIT: If you do #3 then make sure you keep your mod folder. But do step 1.

Subject: Missing models?

Posted by [BlazeDragoon](#) on Tue, 03 May 2005 20:44:19 GMT

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Lol I don't Delete stuff from my always.dat I just had a corrupted one and had to get another. The one I'm using now is simply one my friend sent me and he doesn't know beans about modding so. Also I checked the one he sent me awhile back...not there either. Also I'm pretty sure it was pine_grn myself but I wasn't sure so I stuck with both just to be on the safe side. As of for the presets thing I have tried that...havn't done a reinstall since I'm lazy:/. So I tried one and two...three maybe I will in a bit:|.

If anyone has the model and can simply upload it so I can just do that...that'd be nice:\.

Subject: Missing models?

Posted by [BlazeDragoon](#) on Thu, 12 May 2005 16:46:43 GMT

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Sorry for bumping this somewhat old thread, but I wanna see if anyone has a clue as of to what's wrong. I played the maps with someone else, and had them send me their always.dat, always2.dat, always.dbs, and some more things and I still don't see them....anyone have a clue why=/?
