Subject: Map bugged?
Posted by Corpgus on Sun, 26 Nov 2006 02:36:50 GMT
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So I was learning Level edit/Gmax through aircraftkiller's tutorial
(http://www.cncden.com/ren_map_tutorial.shtml)
but I was strugglign a bit of the way. For a few of the things he didnt include how to make your
plane so you dont fall through them, and he didnt include the waypointing of the harvester from
the airstrip to the tiberium field, so I was having my friend c0vert7 fix it up for me. He gave me a
few pointers when he gave it back to me and I took most of his tips (at least the ones it wasnt
already too late to take) So I had to set up all the purchase terminals/ spawn points the end game
beacon and spawn zones/ waypathing for the harvester from the refinary and airstrip/wf
purchases (at this time I was not aware that I wwas suppose to make a seperate waypoint for the
harvester when it is rebuilt) So I get done and I export and everything and test it out. Well The
harvester doesnt spawn right and my cliffs have the Giant Westwood logo (in otherwards my
texture was missing) So I asked c0vert and he said to find the texture and put it in my editor
cache, I did and it fixed that problem. I then asked him to fix the underpart of the buildings (like
the communications center) so that you could reach the underground of it. He happily oblidged
and adfded his own tunnel networks into it as well. I also asked him to fix the harvester which he
attempted to look at but it crashed for him. But anyway back to the point. He sent me the file back
over MSN and now I cant open the level edit file, I can open the GMAX file and export it but when
I try to load it up as terrain for the Level editor I get this,

http://www.n00bstories.com/image.view.php?id=1348649919

C0vert and me have tried practically everything. Does anyone else have any ideas?

Subject: Re: Map bugged?
Posted by Canadacdn on Sun, 26 Nov 2006 03:13:31 GMT
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Leveledit is a shit program that crashes when you sneeze.

I'm not sure what you can do here, try to download the new version of leveledit.
http://www.megaupload.com/?d=Y1WGFF59 (I uploaded it here, because the old topic's link is
broken.)

Or mabye the w3d got corrupted by something you did in Gmax.

Subject: Re: Map bugged?
Posted by Jerad2142 on Sun, 26 Nov 2006 04:40:18 GMT
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Canadacdn wrote on Sat, 25 November 2006 20:13Leveledit is a shit program that crashes when

you sneeze.

I'm not sure what you can do here, try to download the new version of leveledit.
http://www.megaupload.com/?d=Y1WGFF59 (I uploaded it here, because the old topic's link is broken.)

Or mabye the w3d got corrupted by something you did in Gmax.

Are you also having problems?
Check for incomplete scripts, and/or missing .w3d files.

Subject: Re: Map bugged?
Posted by Viking on Sun, 26 Nov 2006 05:42:15 GMT
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I think he accidentally looked at level edit so it crashed!

Subject: Re: Map bugged?
Posted by Corpgus on Sun, 26 Nov 2006 07:05:57 GMT
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Can you upload it somehwere elsE? IT gives em a popup and my AV goes nutz.

Subject: Re: Map bugged?
Posted by c0vert7 on Sun, 26 Nov 2006 13:52:34 GMT
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I really doubt this is right or anything but im thinking corp had something he used a script on. I changed the scripts location because he had it in the "Levels" folder. I made its own folder and added the newest ones cause he only had Script.dll. Mabey it cant read the scripts cause when he added them it was in the levels and now it has its own folder.

Subject: Re: Map bugged?
Posted by Corpgus on Sun, 26 Nov 2006 17:10:37 GMT
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c0vert7 wrote on Sun, 26 November 2006 07:52I really doubt this is right or anything but im thinking corp had something he used a script on. I changed the scripts location because he had it in the "Levels" folder. I made its own folder and added the newest ones cause he only had Script.dll. Mabey it cant read the scripts cause when he added them it was in the levels and now it has its own folder.

This apparently has fixed the issue. I placed the 3 scripts in the general mod folder so that it was still in the mod package but didnt have its own folder and I deleted the fscripts folder.
The Terrain c0vert edited works perfectly but now Im getting the same thing only its about a black_hand_Sniper.wd3 or something like that. And its further down the chart. But its closer to fixing it then I was whe nI made this post