
Subject: Renegade editor

Posted by [Commando Burton](#) on Tue, 04 Dec 2007 04:15:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have been going through a guide and I am at the part where you are using Renegade Editor and I loaded my map and I use the walk-thru thing and it crashes 1.

2.

3.

4.

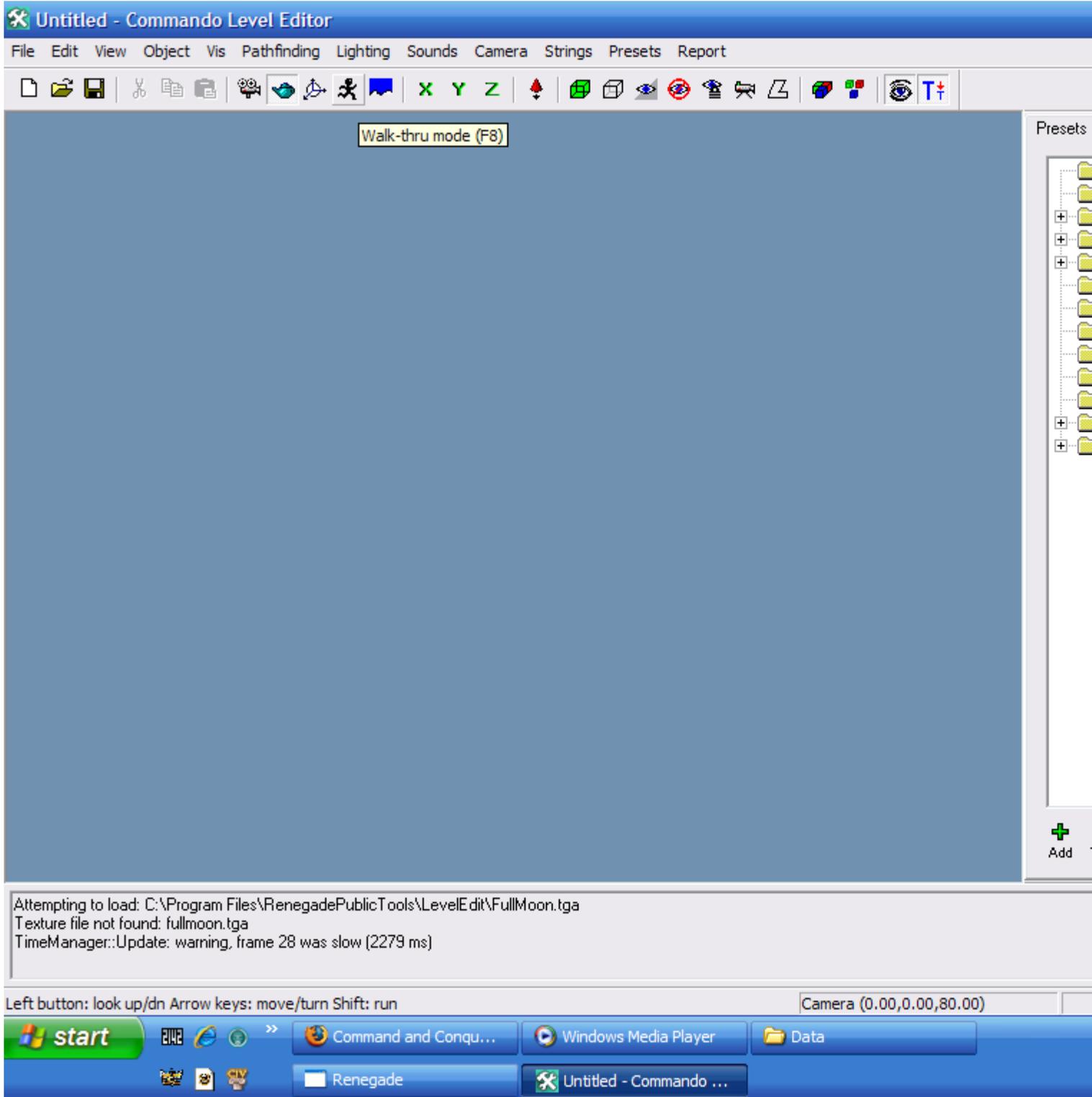
5.

I just AM JUST STARTING.

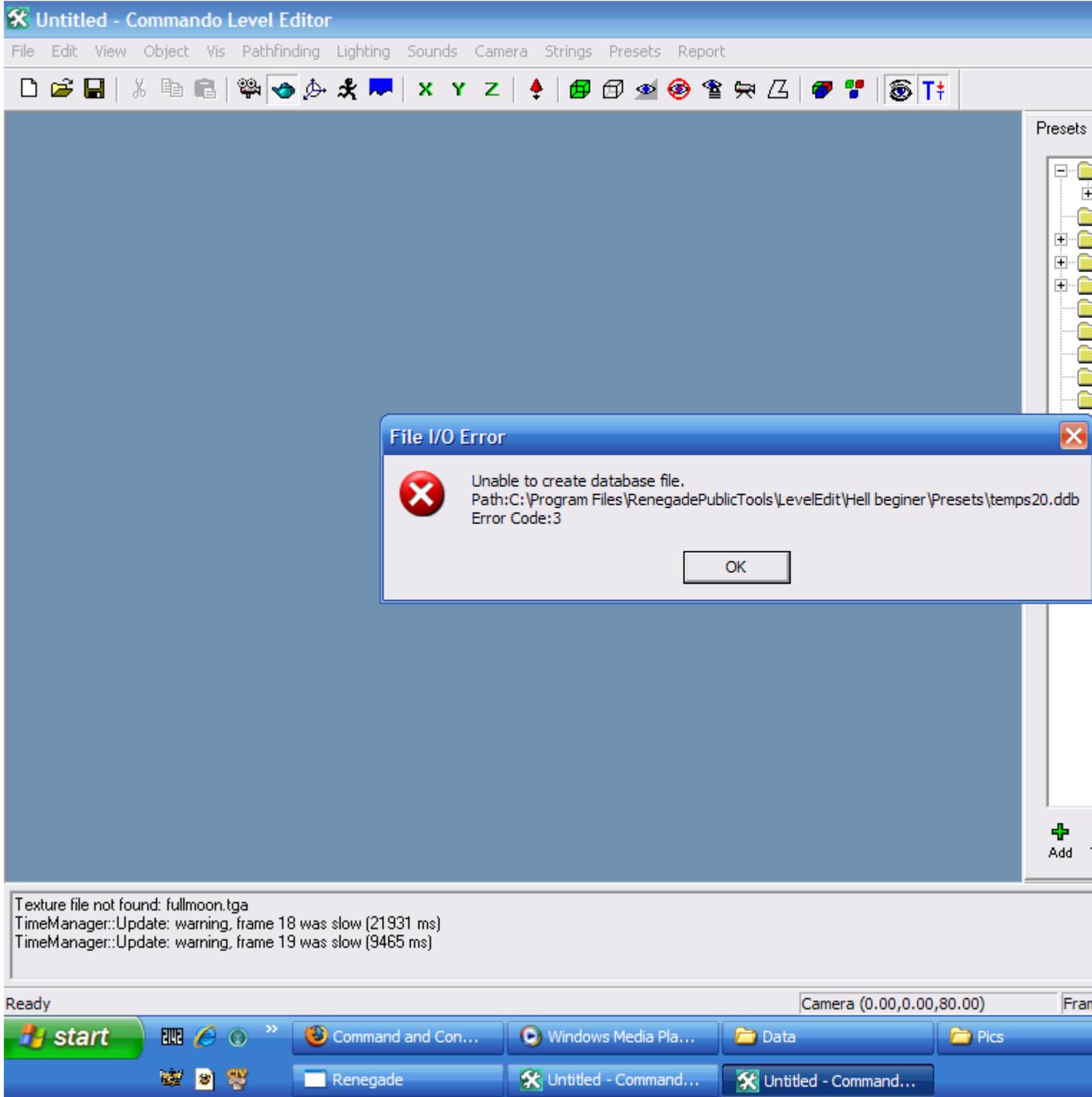
I need help thank you.

File Attachments

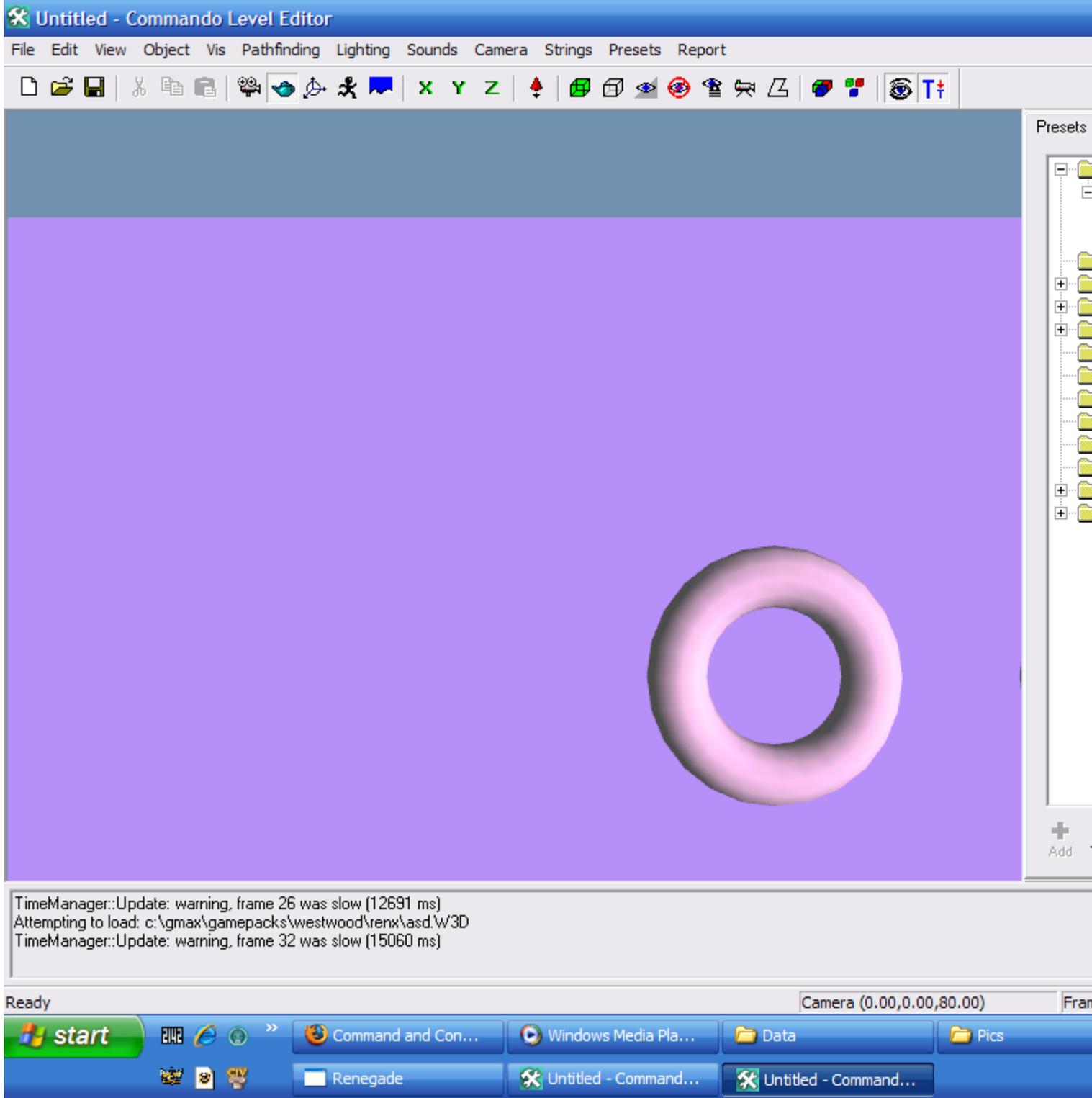
1) [ScreenShot00096.png](#), downloaded 765 times



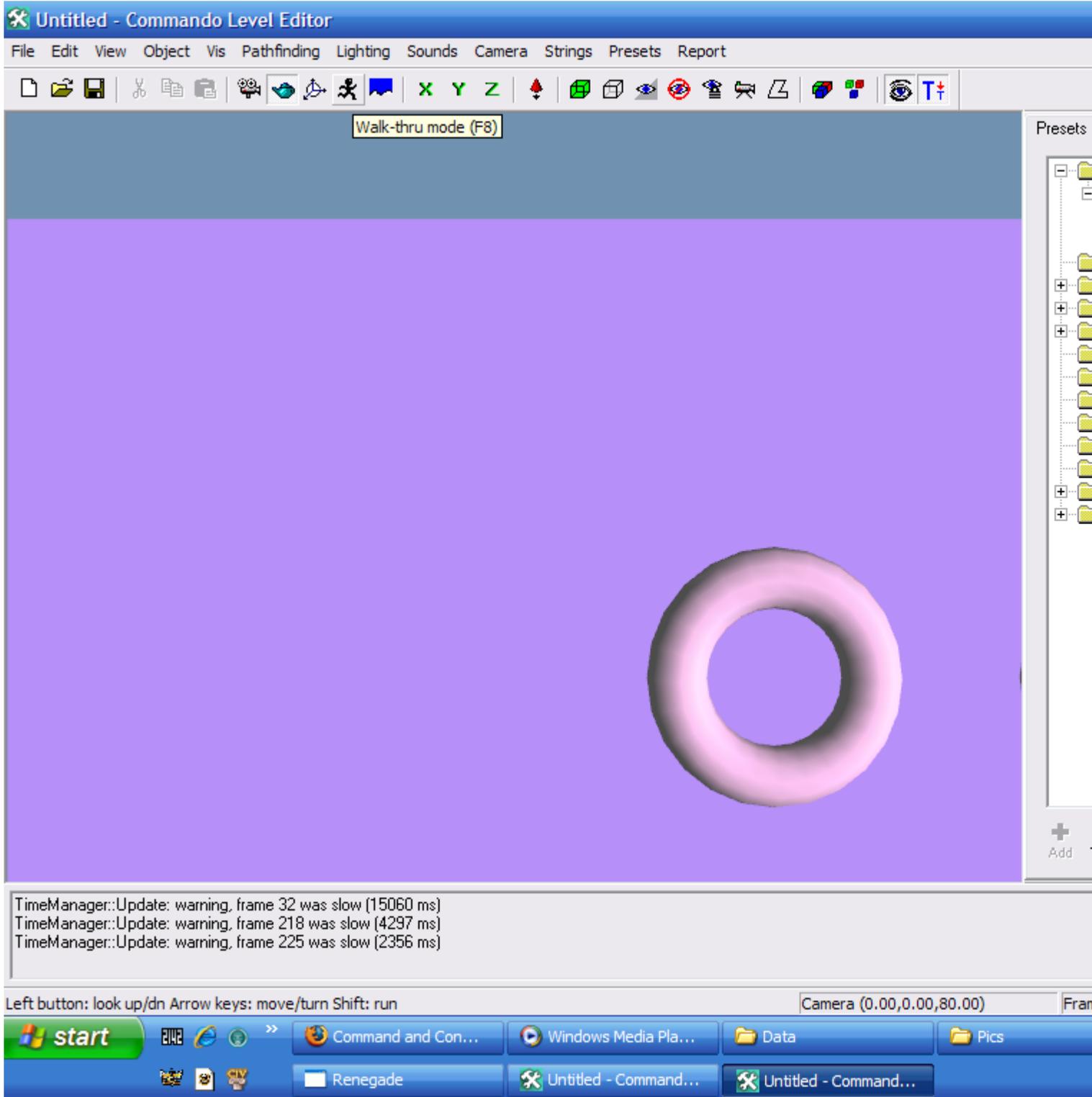
2) [ScreenShot00097.png](#), downloaded 771 times



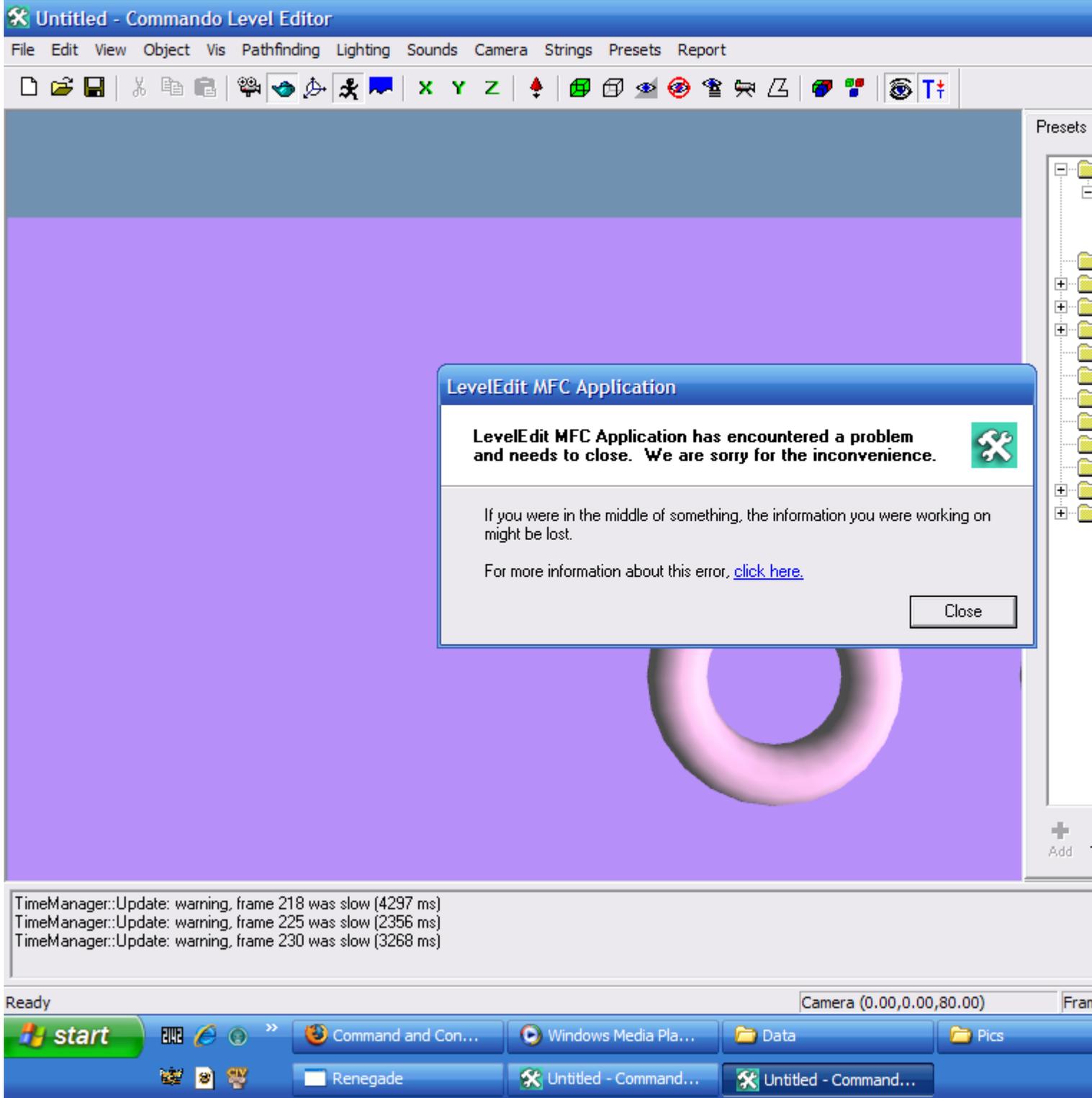
3) [ScreenShot00098.png](#), downloaded 757 times



4) [ScreenShot00099.png](#), downloaded 763 times



5) [ScreenShot00100.png](#), downloaded 760 times



Subject: Re: Renegade editor

Posted by [Gen_Blacky](#) on Tue, 04 Dec 2007 04:40:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

your registry messed up <http://www.renhelp.net/>

Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Tue, 04 Dec 2007 07:30:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

What he said, except heres a proper link. <http://www.renhelp.net/index.php?load=7>

Subject: Re: Renegade editor
Posted by [The Elite Officer](#) on Tue, 04 Dec 2007 16:56:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Or maybe renegade did notinstall fully.

Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Tue, 04 Dec 2007 18:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chances are, hes using The First Decade..

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 18:54:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes I am use first decade, why what does it do.

Subject: Re: Renegade editor
Posted by [Oblivion165](#) on Tue, 04 Dec 2007 19:17:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

The First decade was released long after the original Renegade, EA decided to change the paths so Level Edit is trying to get files from the wrong location.

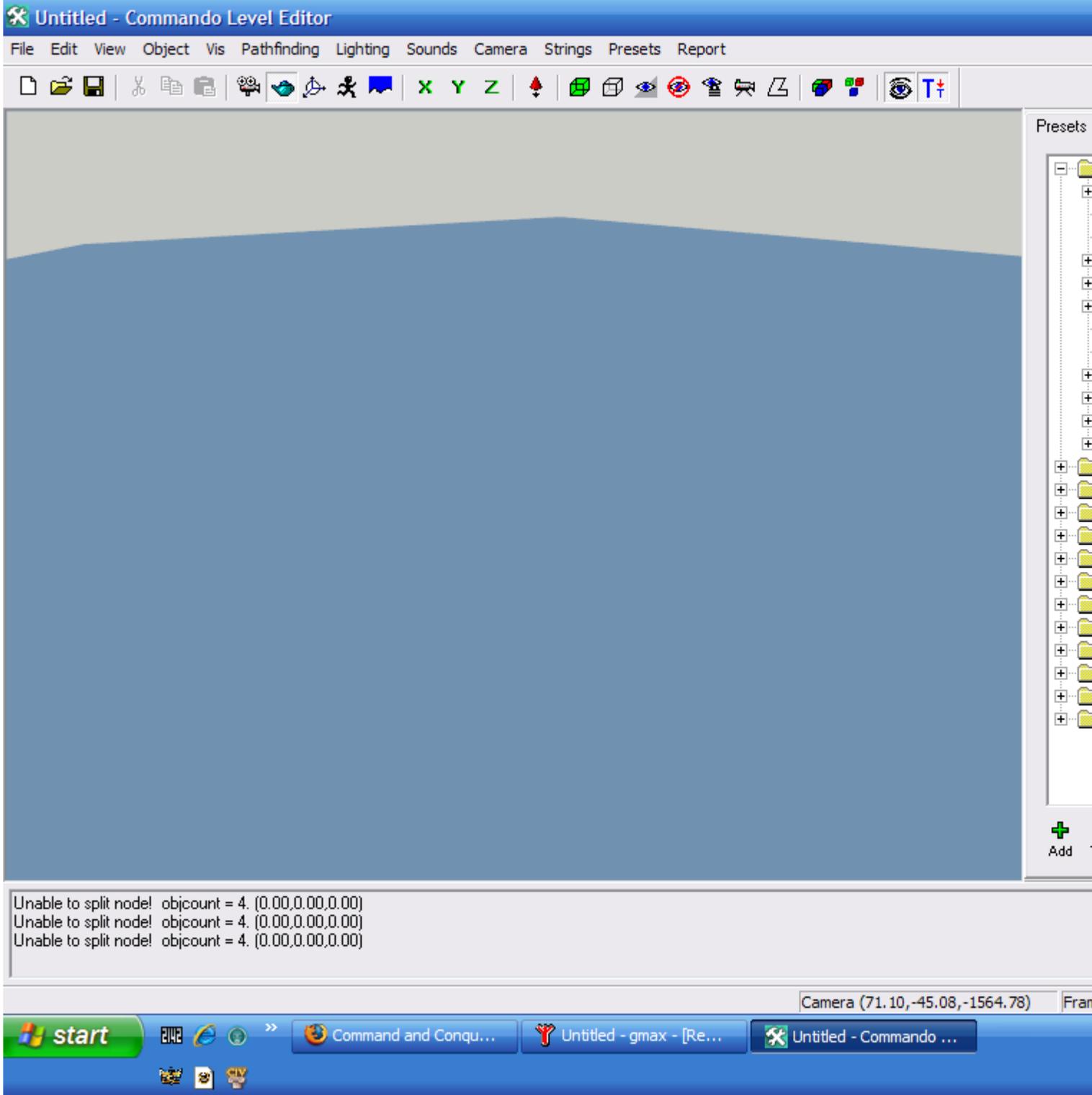
Just follow that tutorial posted above and you should be good to go.

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 19:47:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ya that did that but I can't get the map to load I think I don't know what to do just look. I don't know if I loaded it wrong or what.

File Attachments

1) [ScreenShot00102.png](#), downloaded 643 times



Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Tue, 04 Dec 2007 19:55:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

By the looks of it, theres somthing wrong with the model of your terrain.

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 19:57:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

GOOD LORD! I NEED A REAL GUIDE IF THATS TRUE!

Subject: Re: Renegade editor
Posted by [Oblivion165](#) on Tue, 04 Dec 2007 20:02:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

If its the same model as you used in your first screenshots then your path to the model must be wrong.

To be certain just post you model on here with the upload file feature on each post.

Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Tue, 04 Dec 2007 20:17:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

... Maybe ie pressed F8 and then loaded the model, or visa versa.. and forgot to enable collision

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 23:08:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

HELP!!!! that download is my thingy that needs to go in renegade editor.

File Attachments

1) [ScreenShot00103.png](#), downloaded 611 times



2) [WATA.W3D](#), downloaded 163 times

Subject: Re: Renegade editor
Posted by [cnc95fan](#) on Wed, 05 Dec 2007 07:25:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh come on. Did you even read that tutorial at all? File > Export > Exprot .W3D

Subject: Re: Renegade editor

Posted by [cpjok](#) on Wed, 05 Dec 2007 13:45:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok this is ss of your terrian works perfect did you add this file to your mod pakage folder

file name: 01lv1-grsrok.tga

First Attachment

File Attachments

- 1) [01lv1-grsrok.tga](#), downloaded 196 times
- 2) [t.JPG](#), downloaded 668 times

Subject: Re: Renegade editor
Posted by [cpjok](#) on Wed, 05 Dec 2007 14:04:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

This Is My Latest Map Downloadable Aswell its not that good cos im new at this myself

Download Link

http://www.cpjok.zoomshare.com/files/C_C_Xmas_Map.zip

Ok There's New Download Link

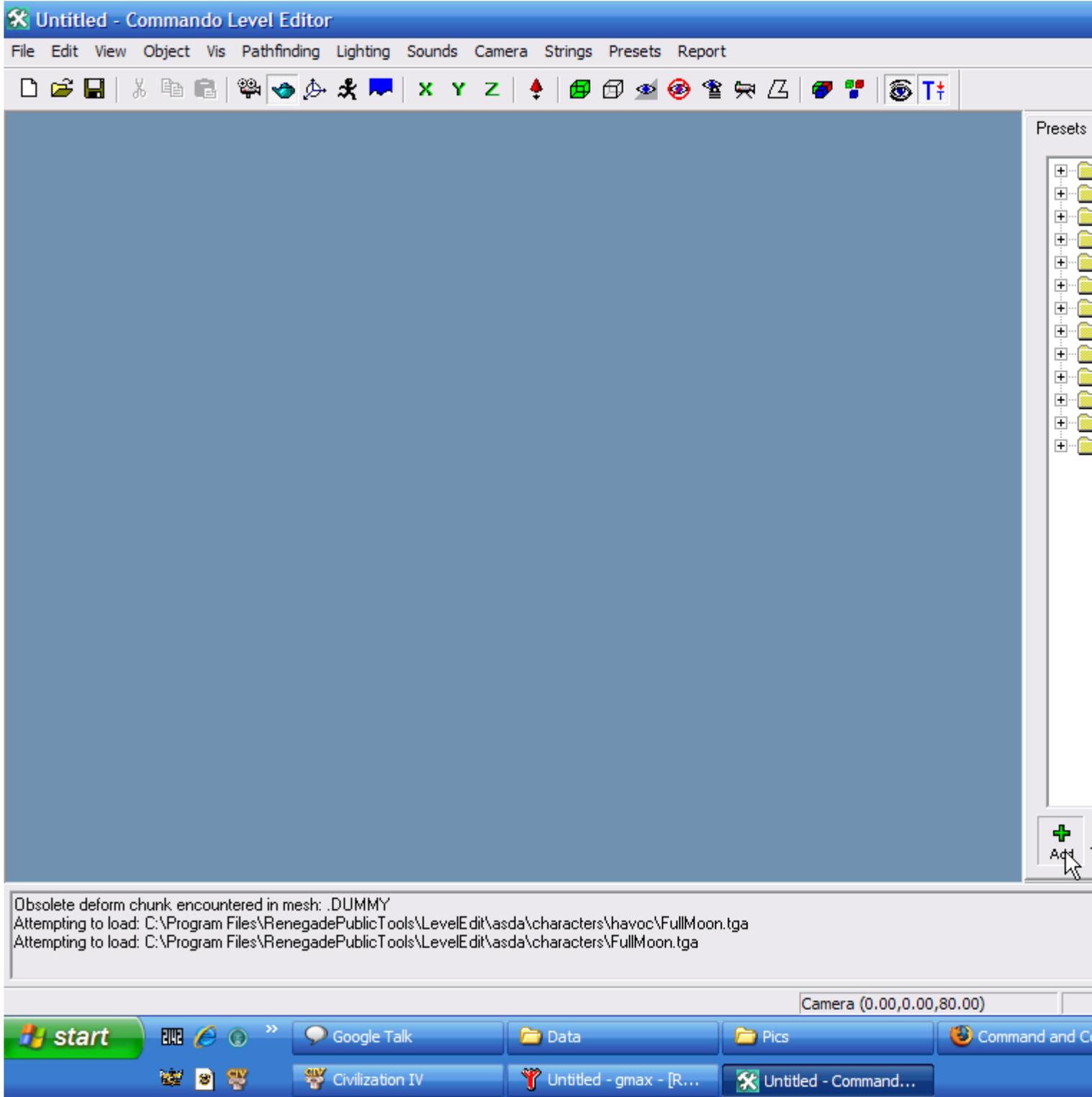
Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Wed, 05 Dec 2007 21:02:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I exported, just look

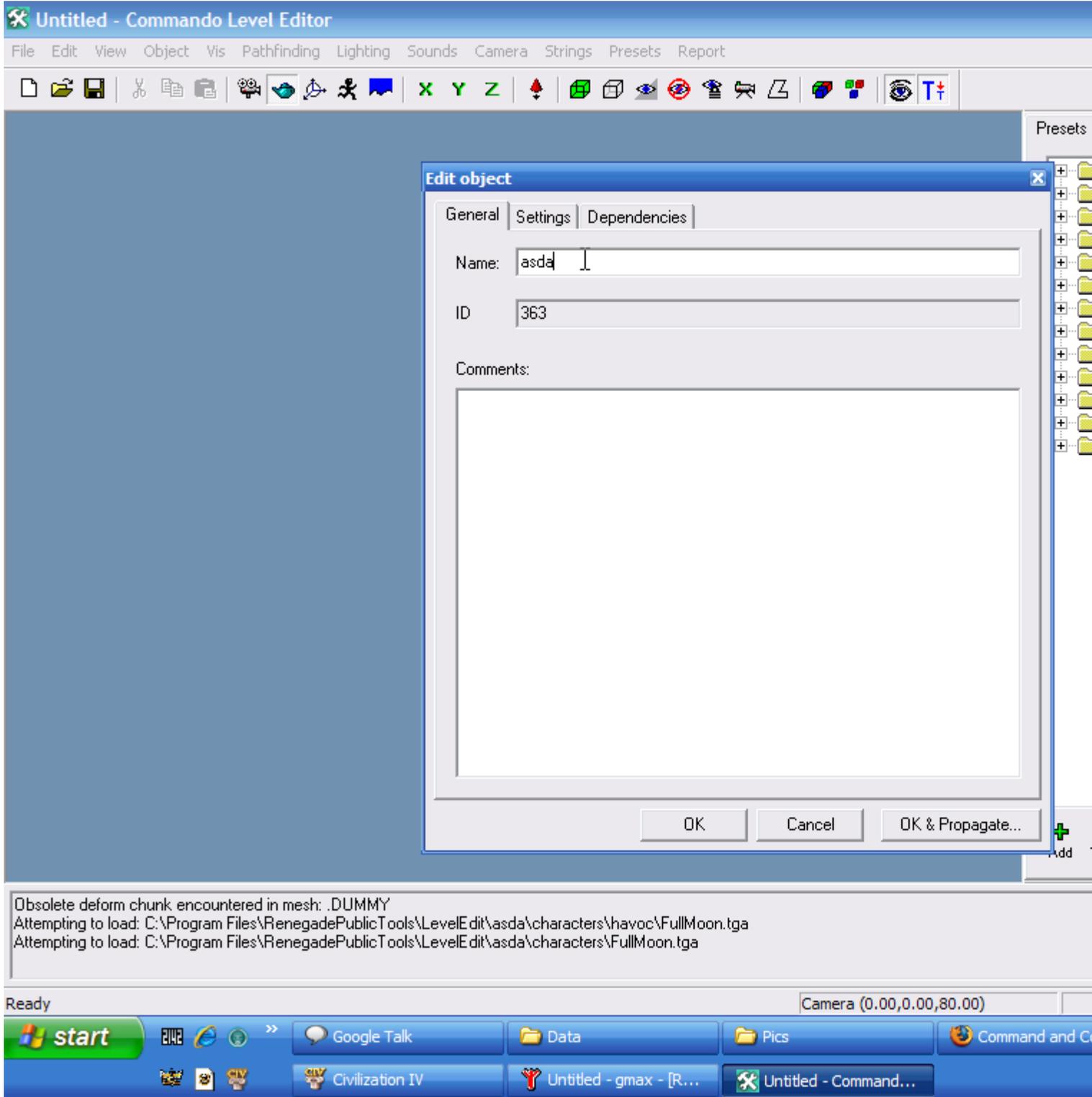
One thing this is just showing you how I did the export. it.

File Attachments

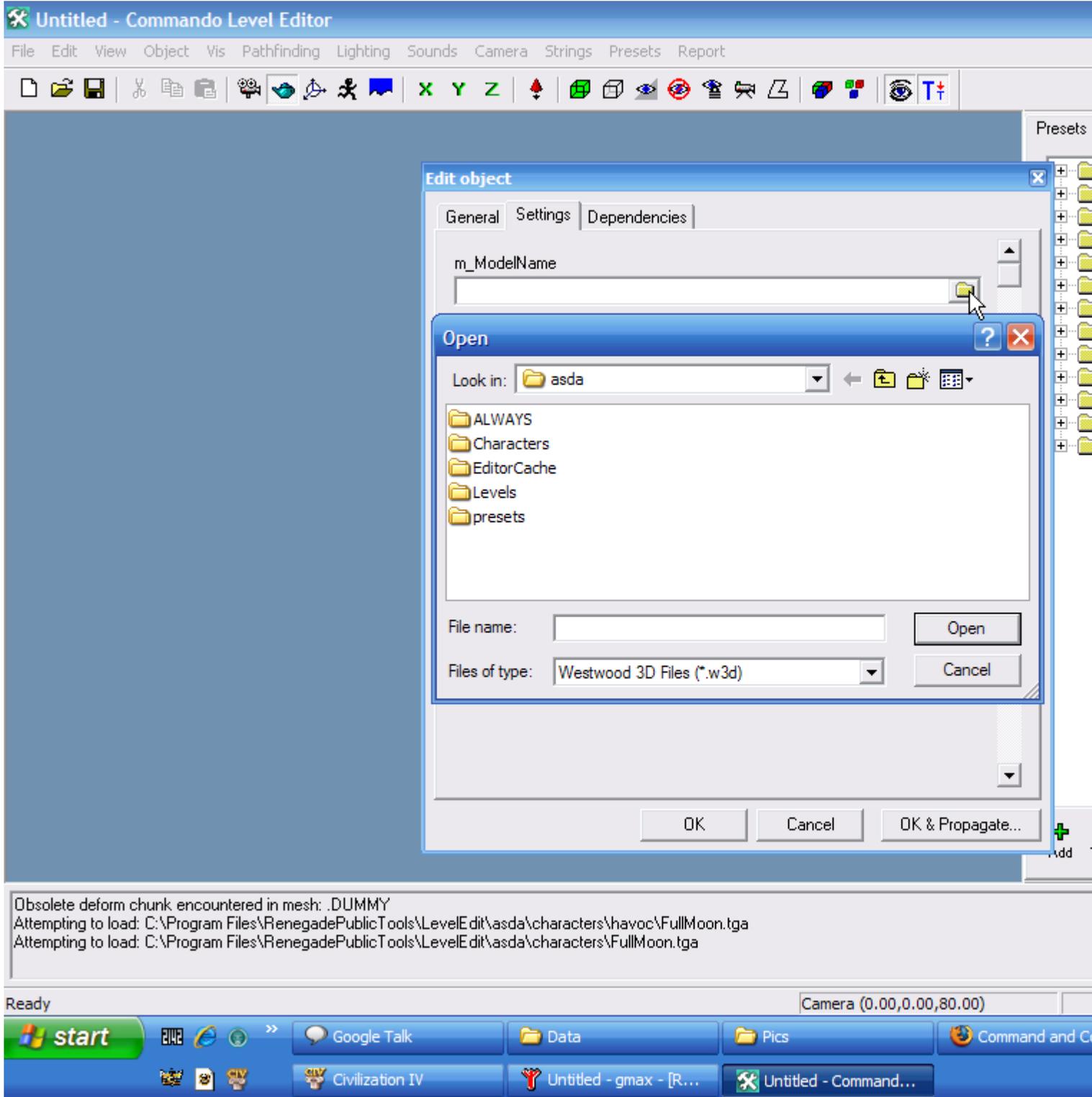
1) [ScreenShot00108.png](#), downloaded 528 times



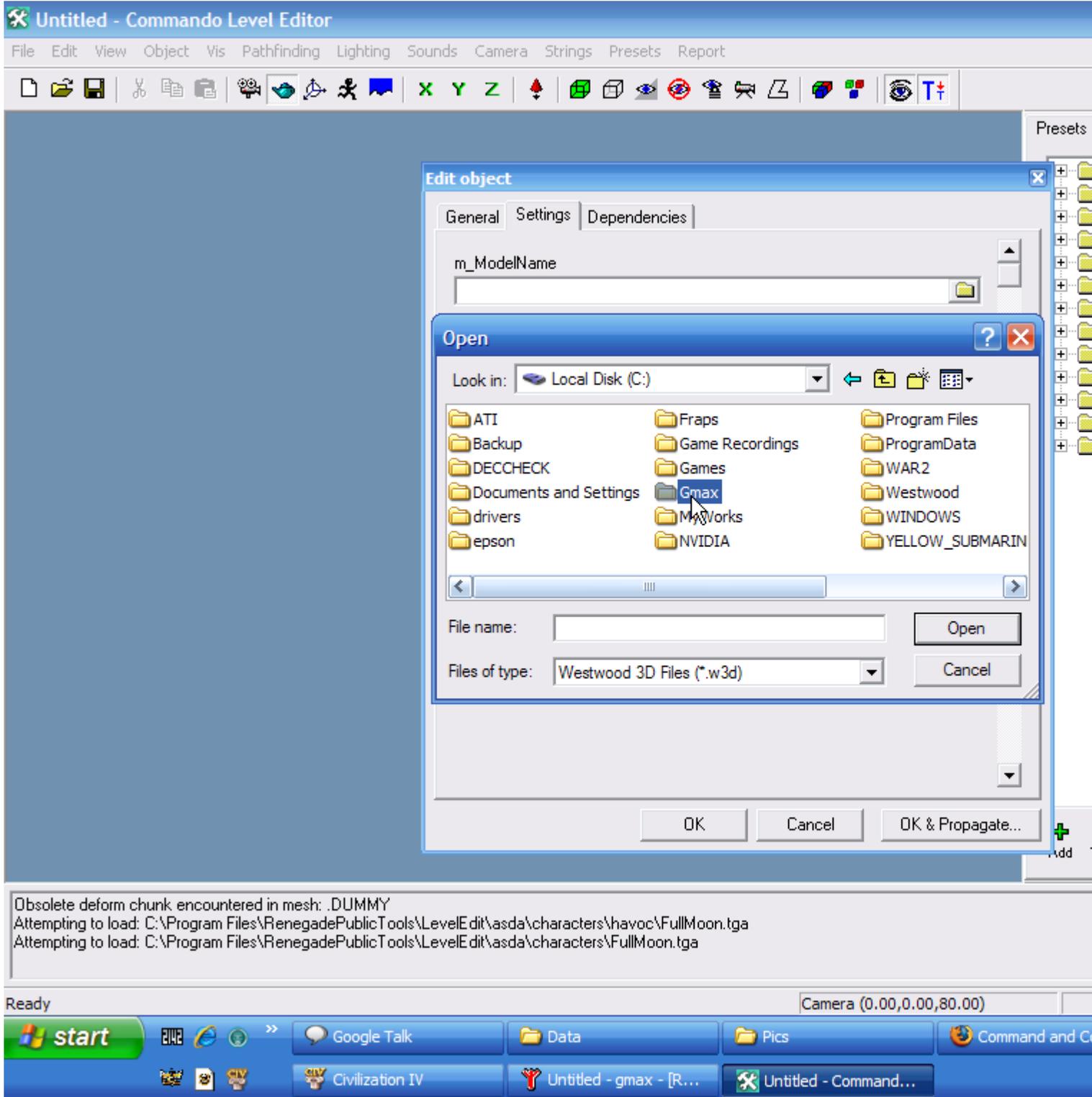
2) [ScreenShot00109.png](#), downloaded 540 times



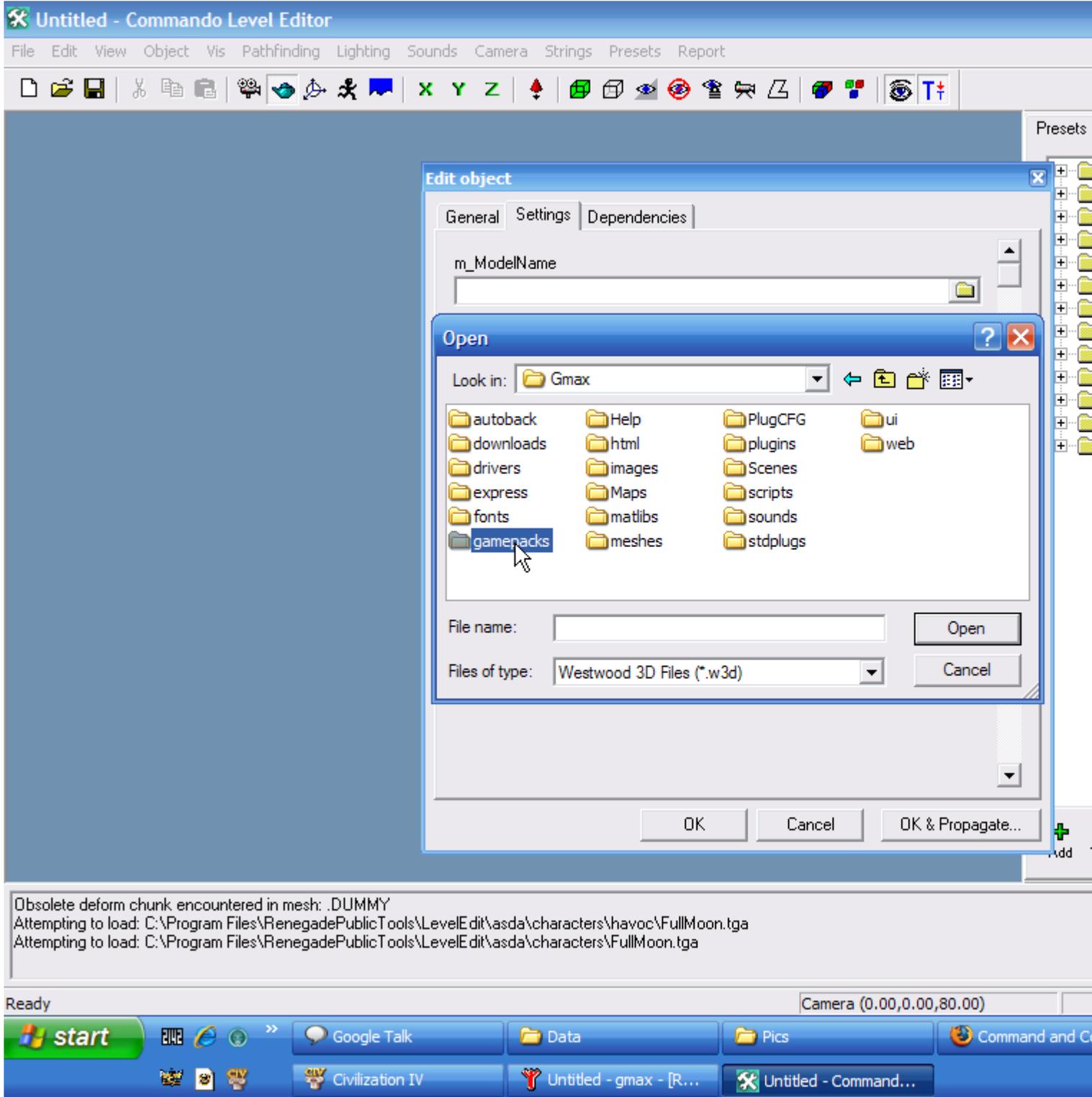
3) [ScreenShot00110.png](#), downloaded 536 times



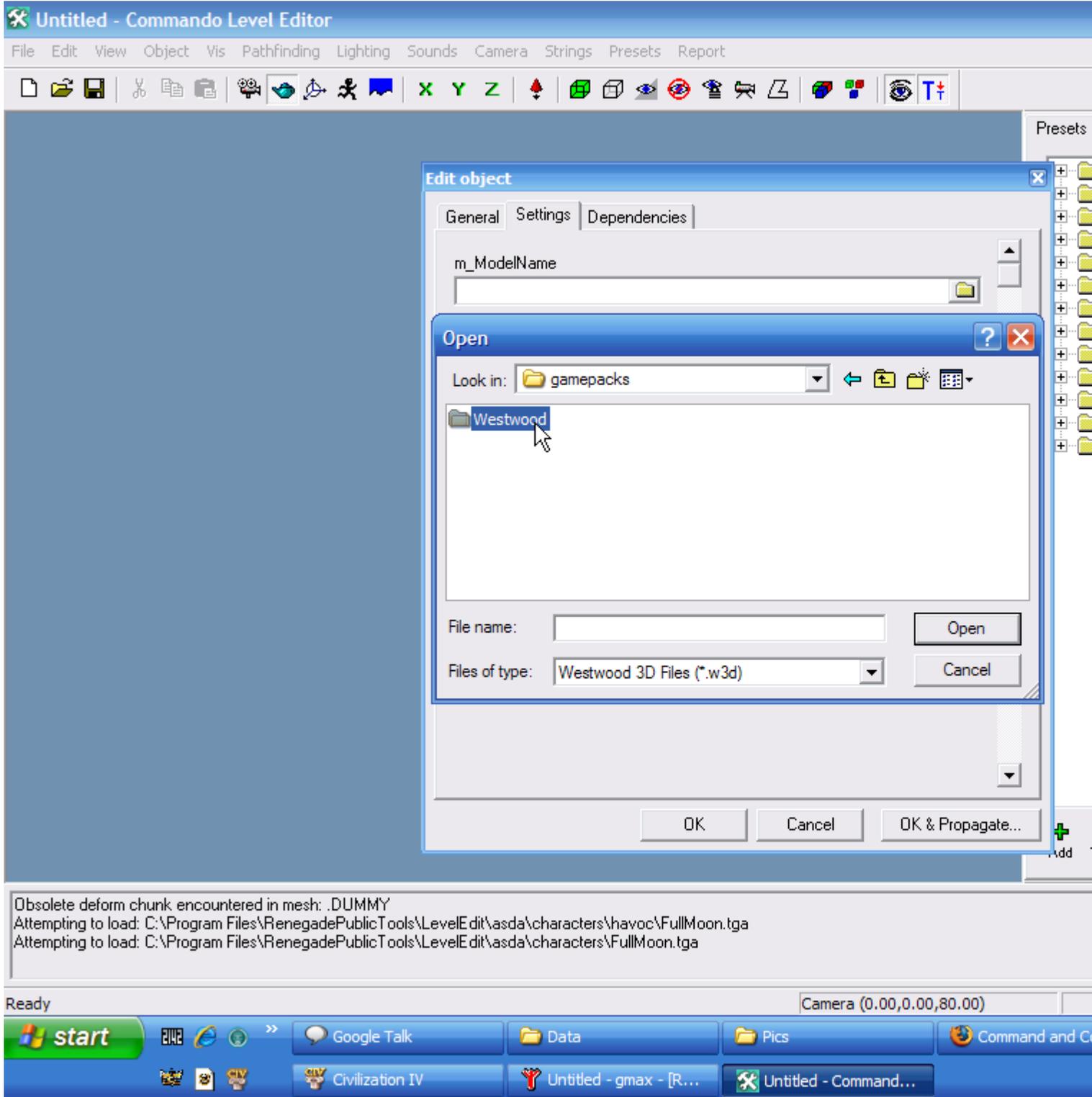
4) [ScreenShot00111.png](#), downloaded 526 times



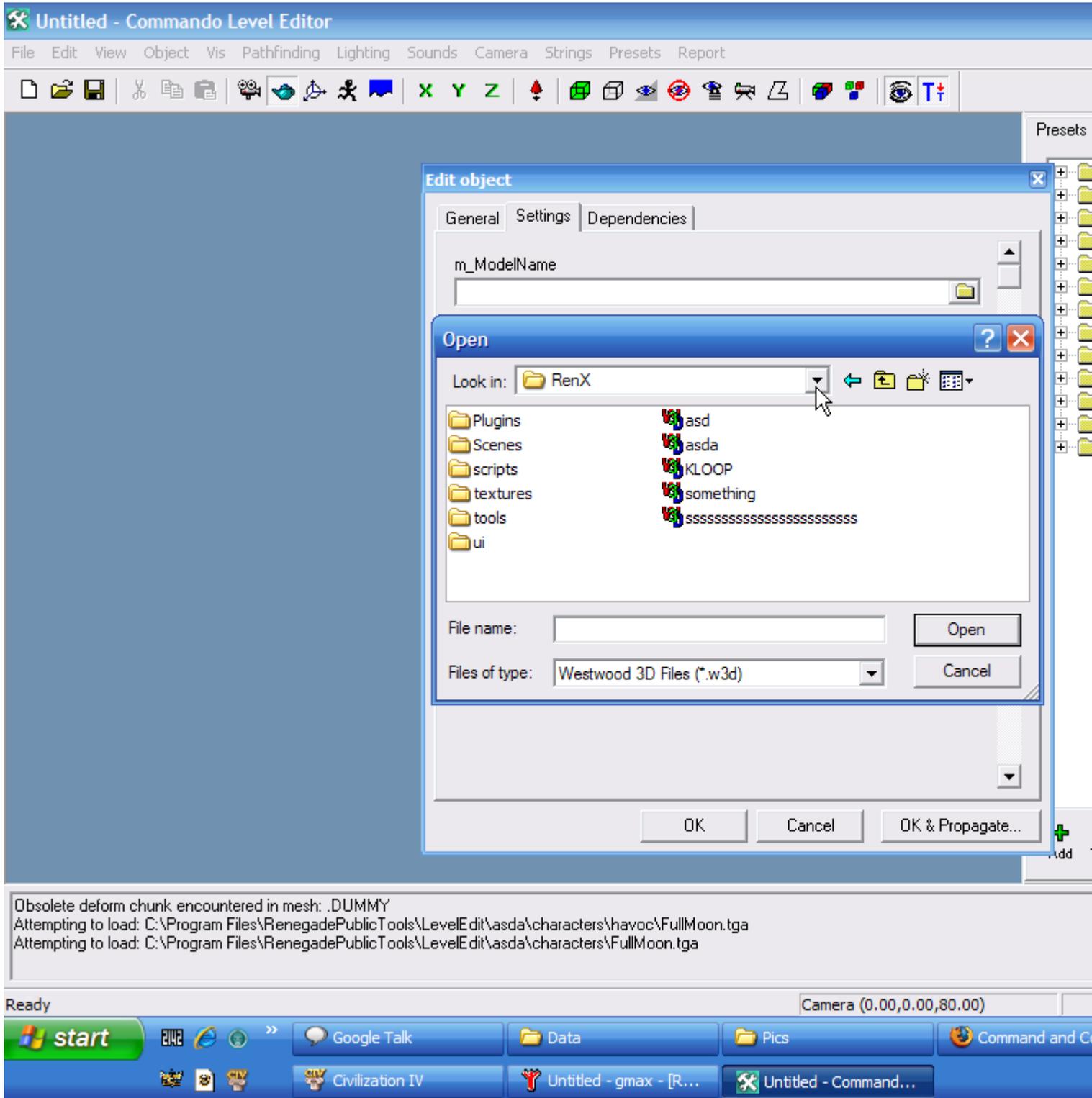
5) [ScreenShot00112.png](#), downloaded 507 times



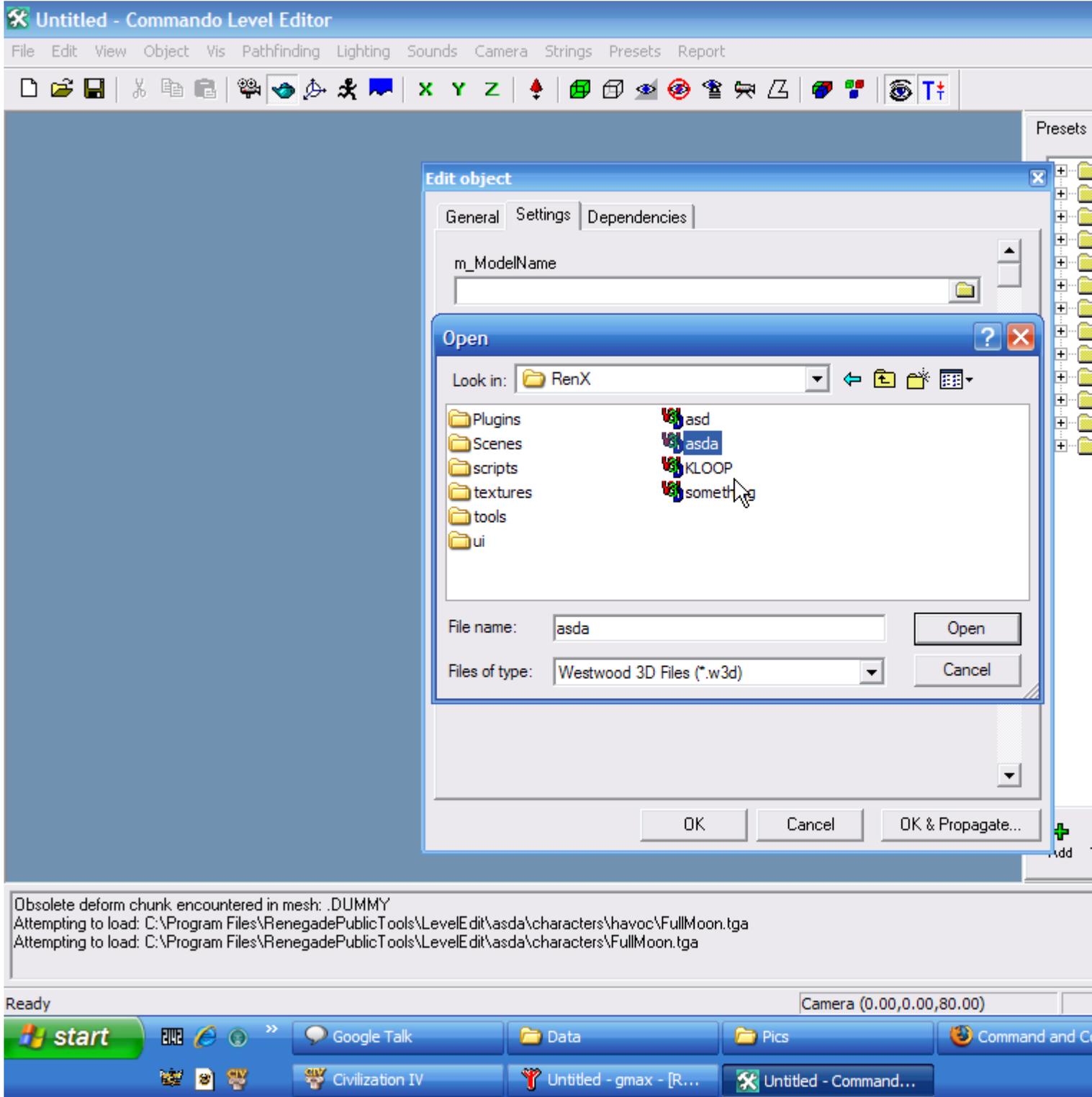
6) [ScreenShot00113.png](#), downloaded 518 times



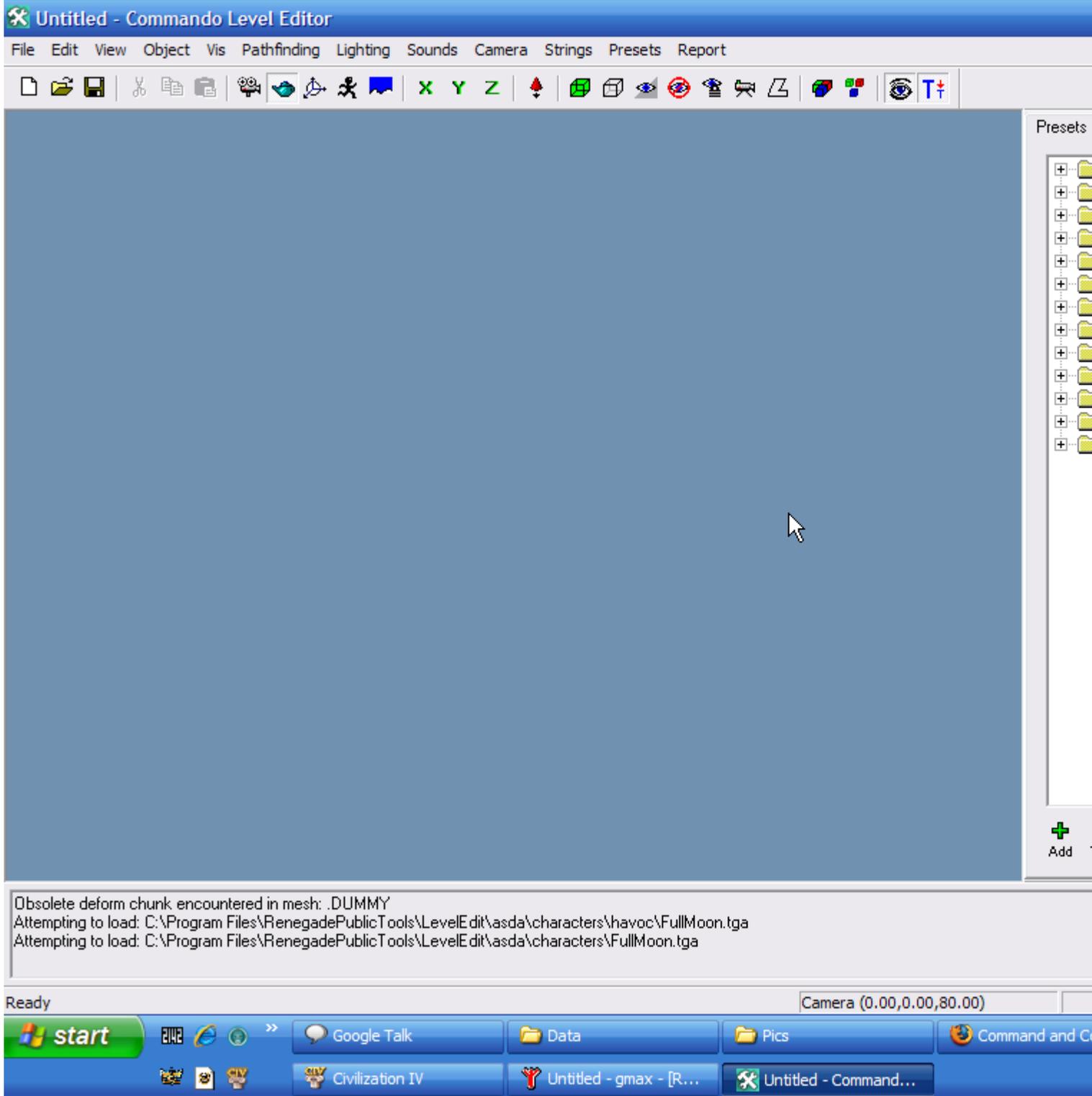
7) [ScreenShot00114.png](#), downloaded 317 times



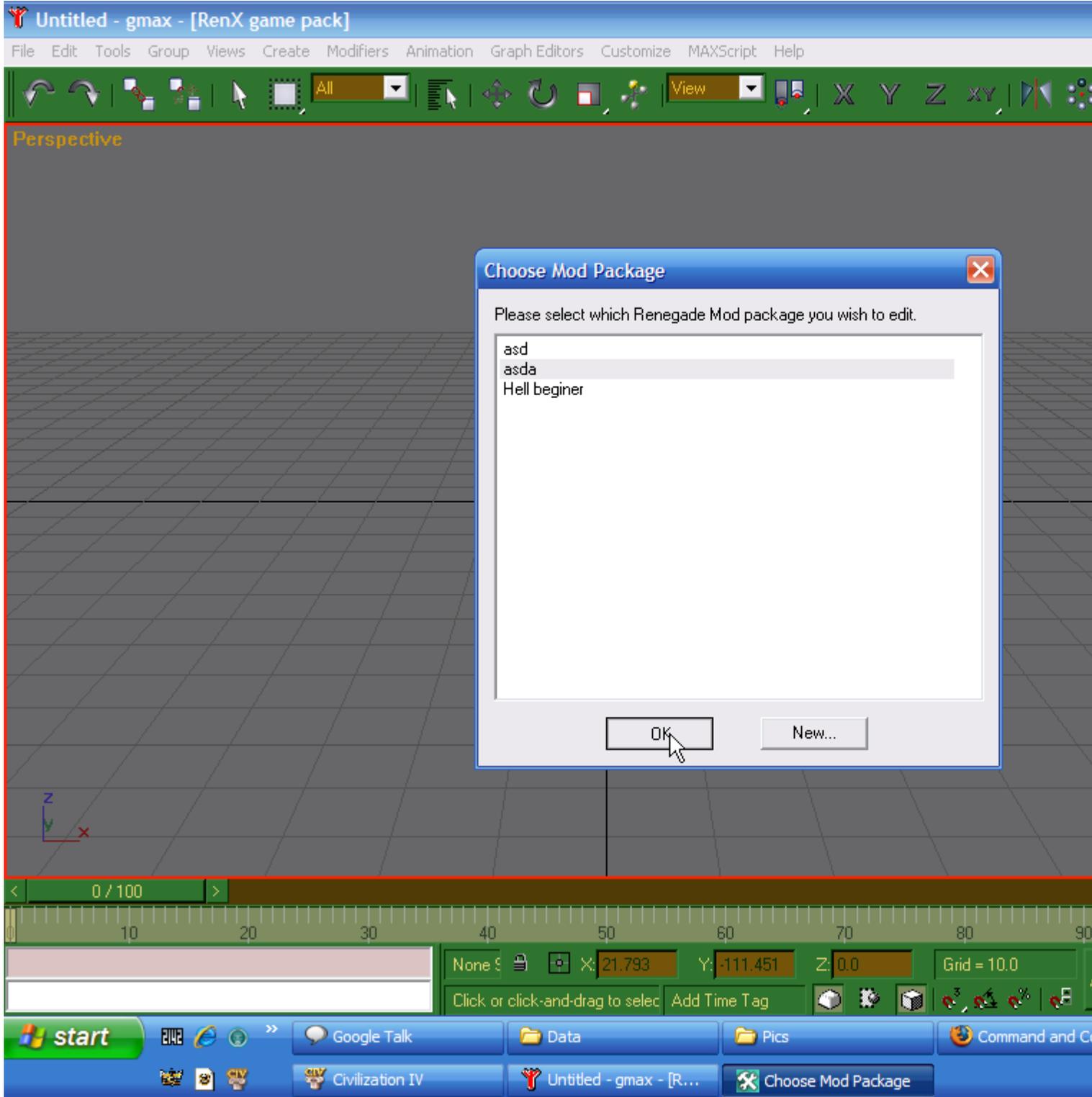
8) [ScreenShot00115.png](#), downloaded 325 times



9) [ScreenShot00107.png](#), downloaded 511 times



10) [ScreenShot00106.png](#), downloaded 519 times



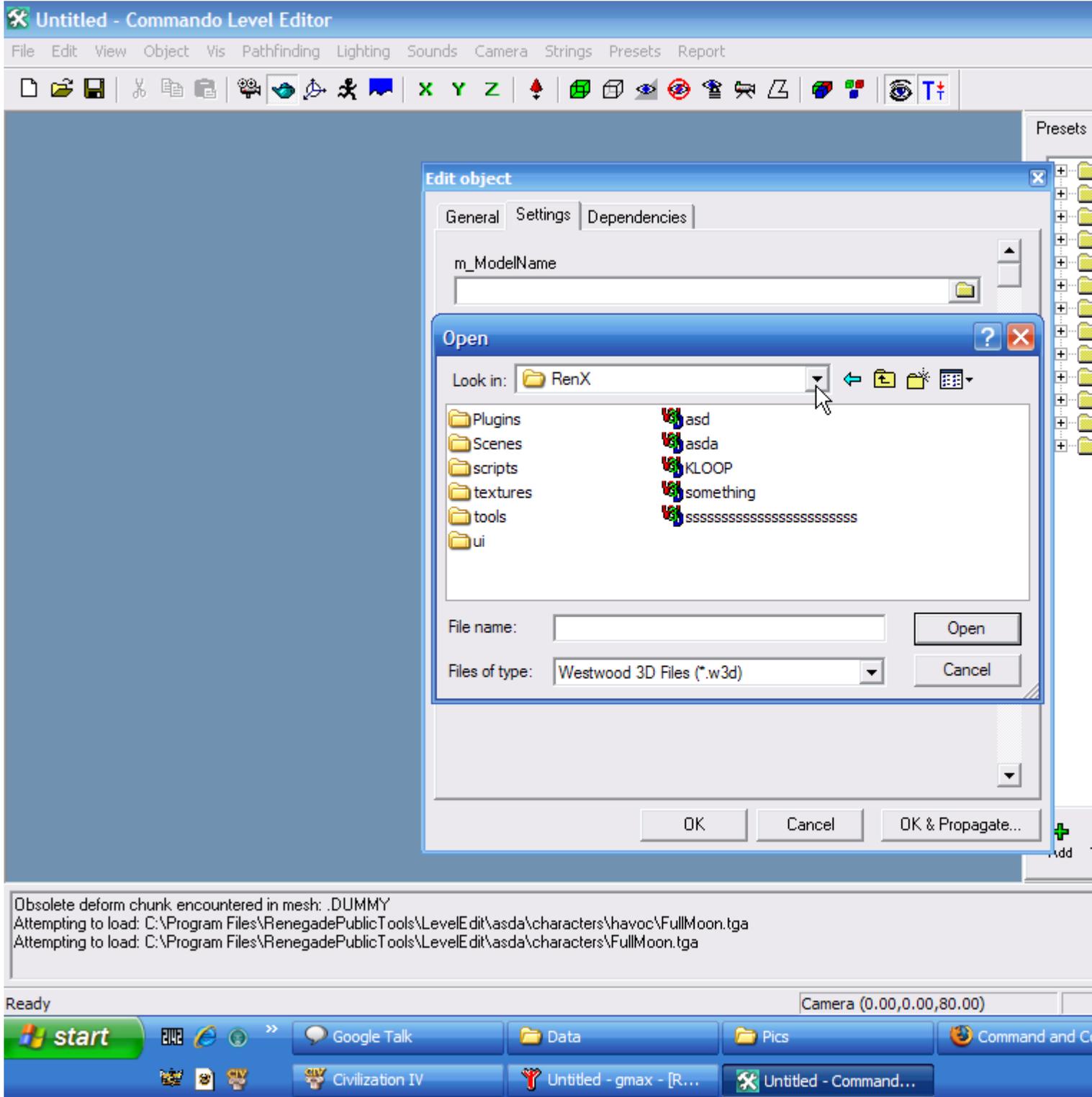
Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Wed, 05 Dec 2007 21:14:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then,

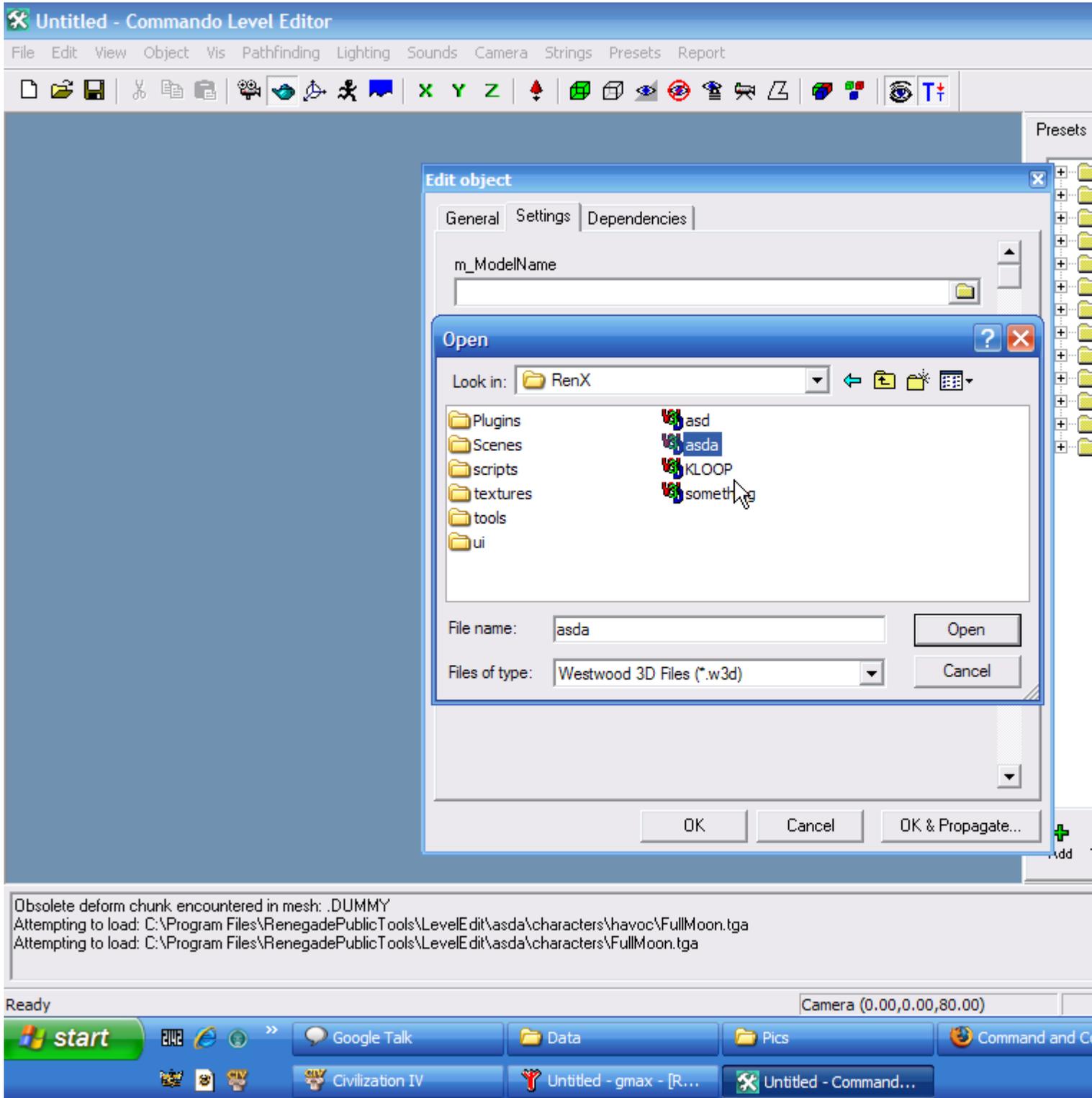
Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Wed, 05 Dec 2007 21:21:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

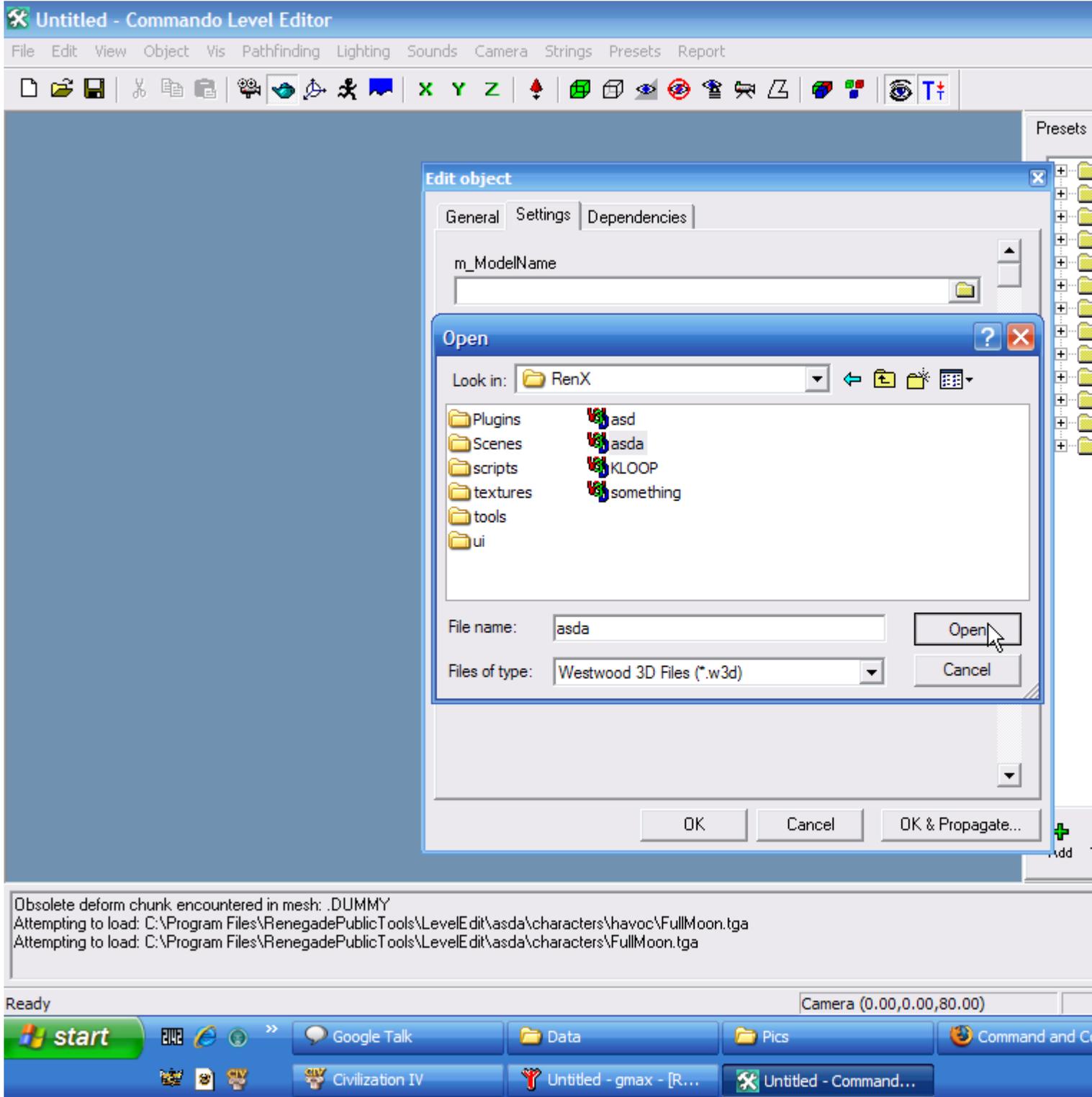
1) [ScreenShot00114.png](#), downloaded 499 times



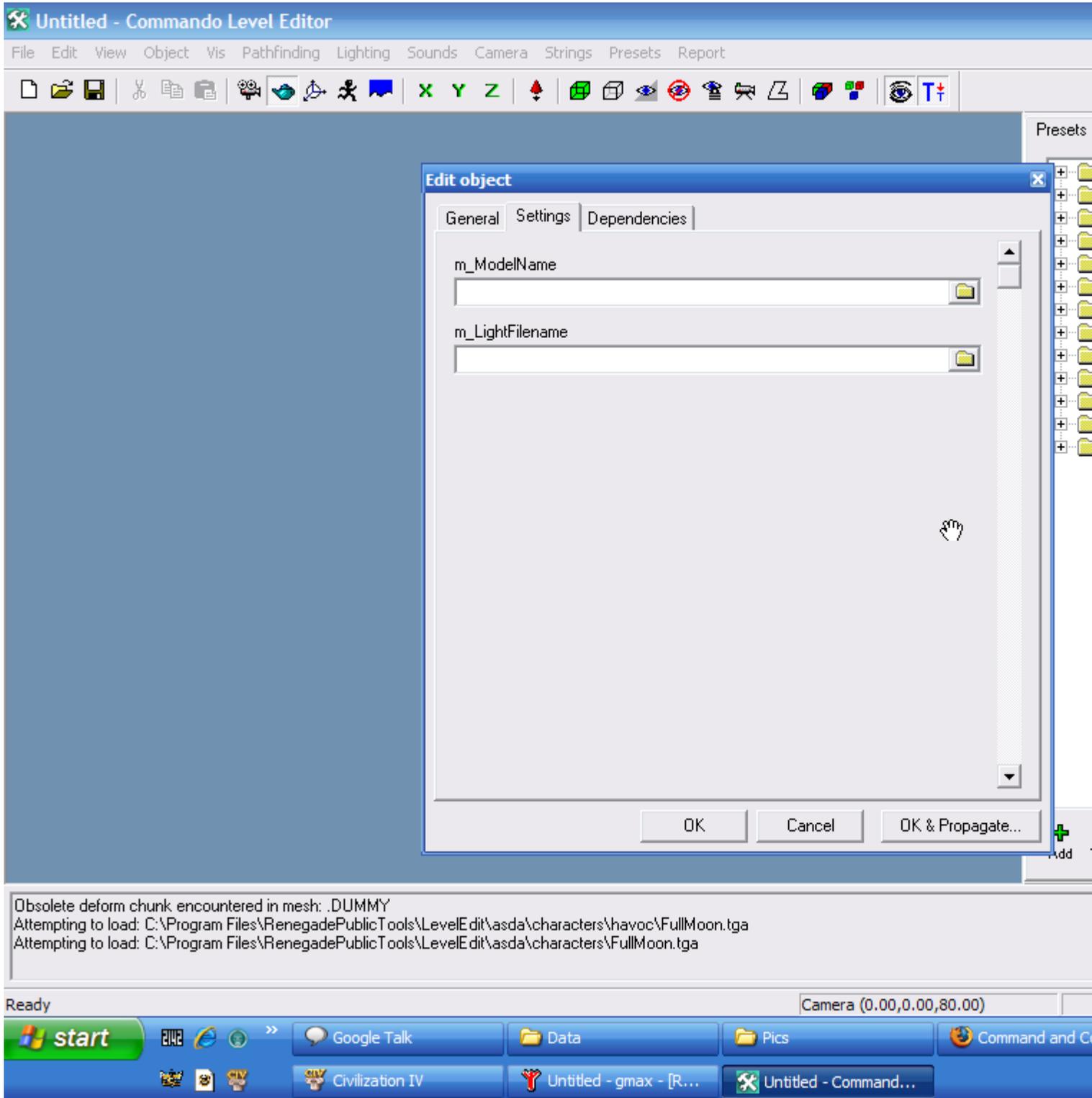
2) [ScreenShot00115.png](#), downloaded 501 times



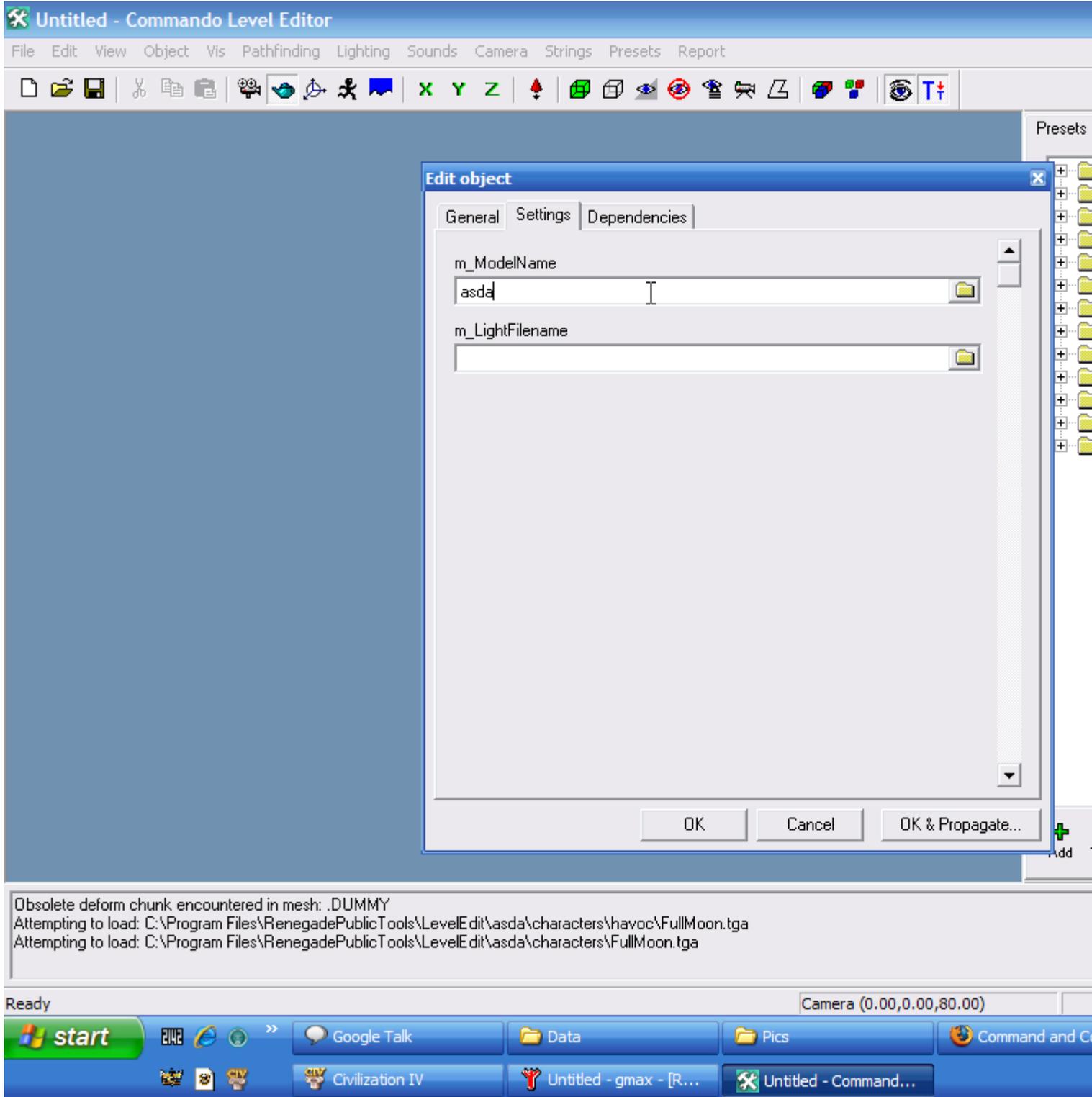
3) [ScreenShot00116.png](#), downloaded 493 times



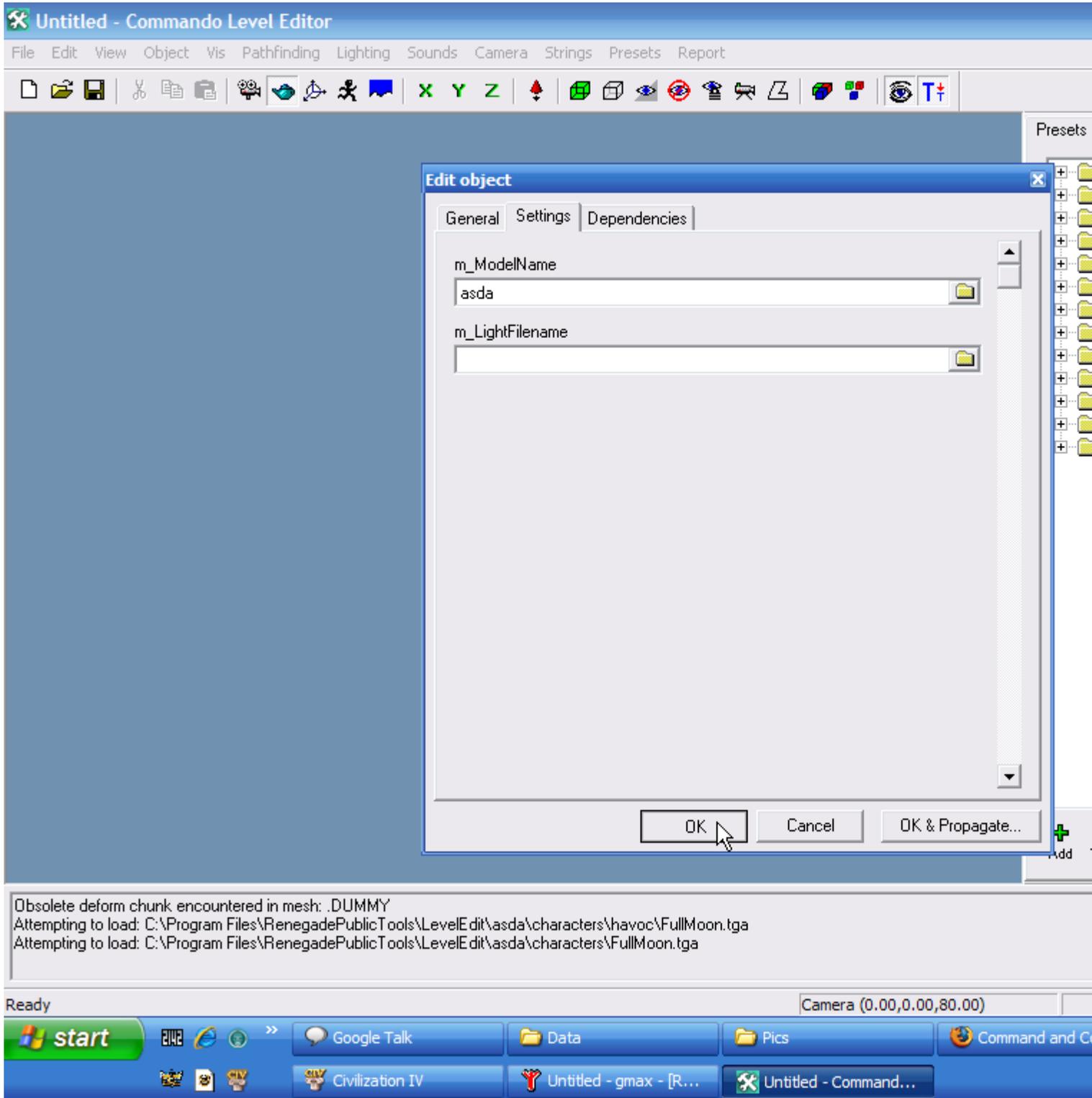
4) [ScreenShot00117.png](#), downloaded 498 times



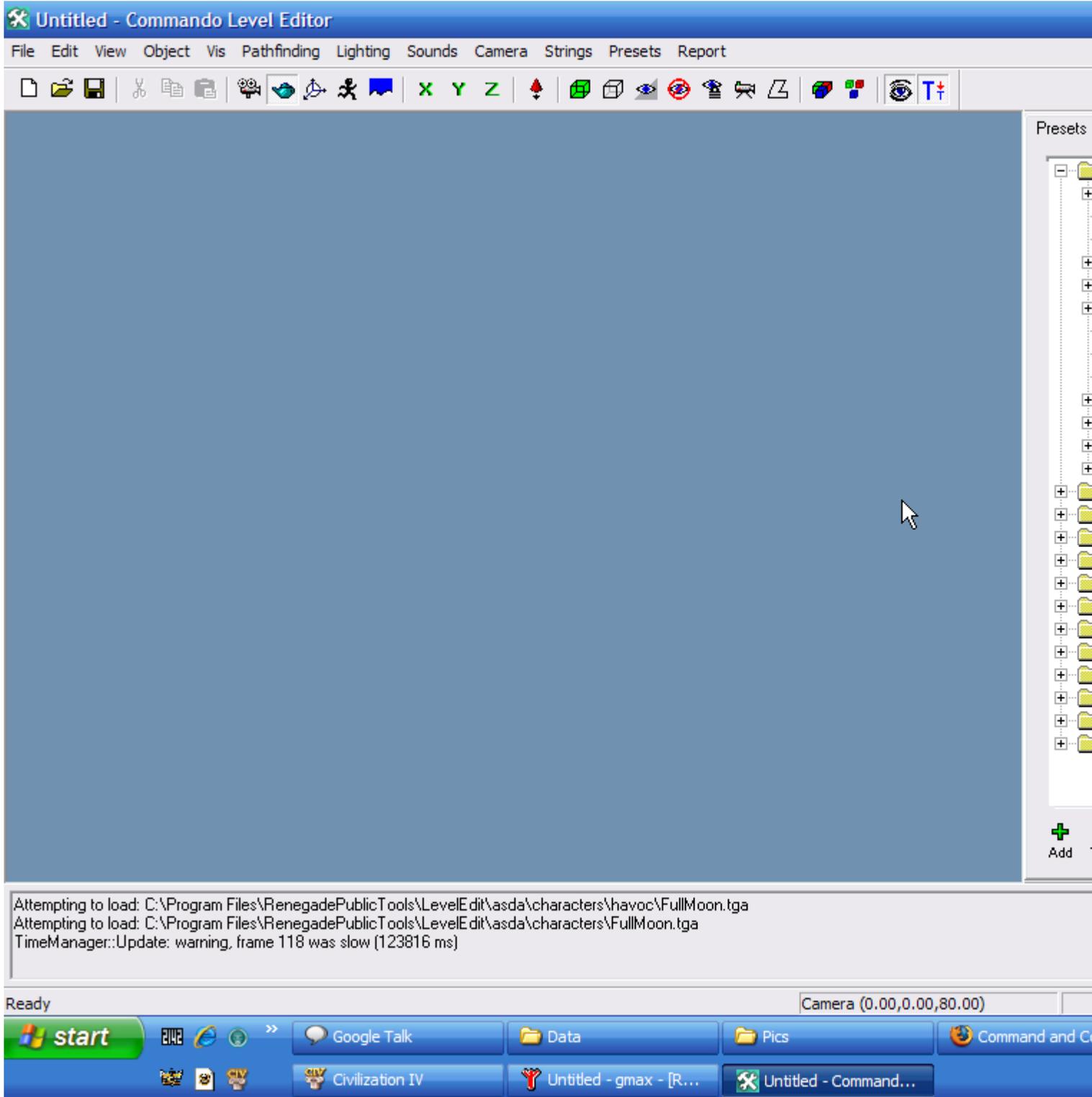
5) [ScreenShot00118.png](#), downloaded 490 times



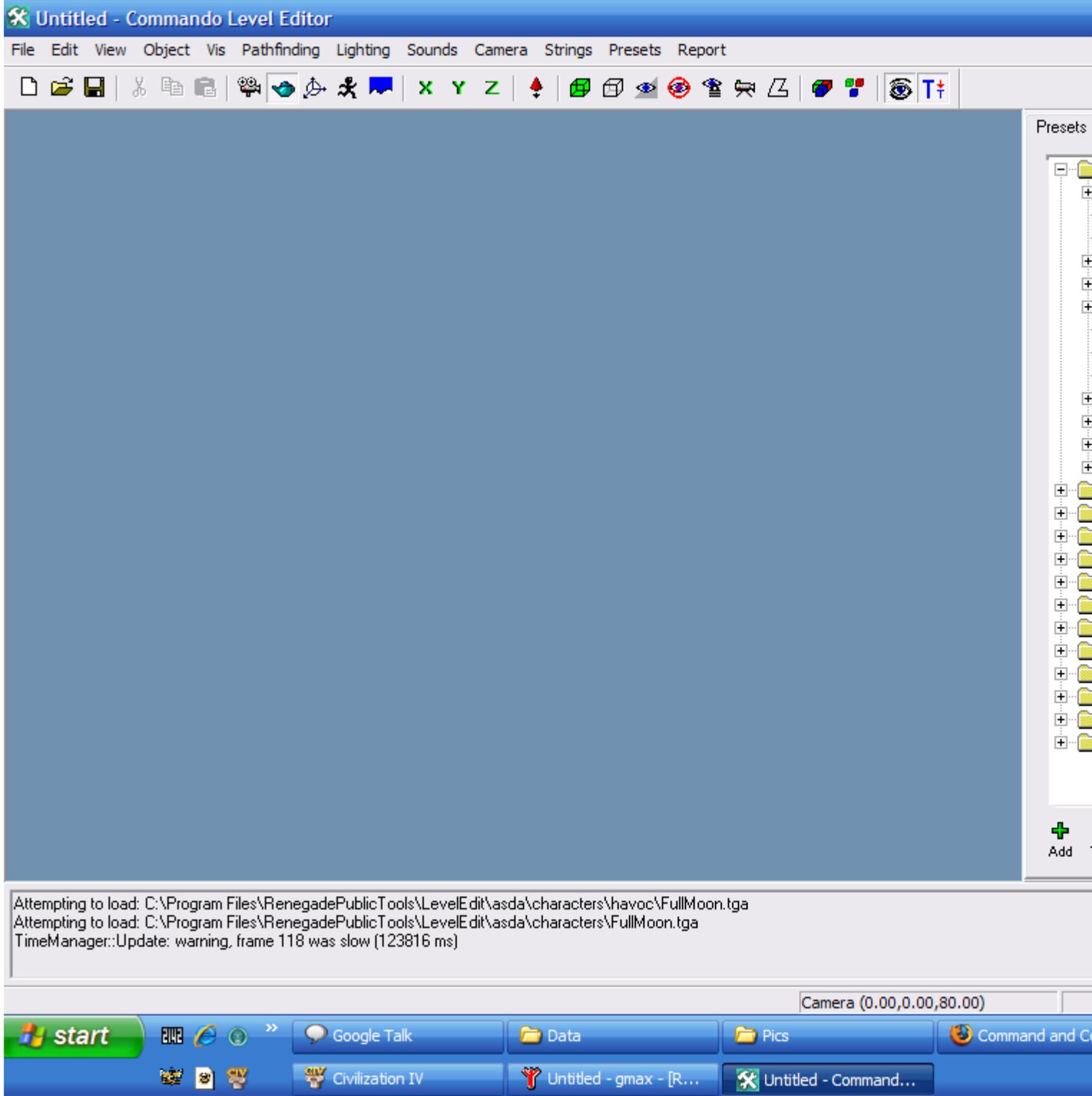
6) [ScreenShot00119.png](#), downloaded 493 times



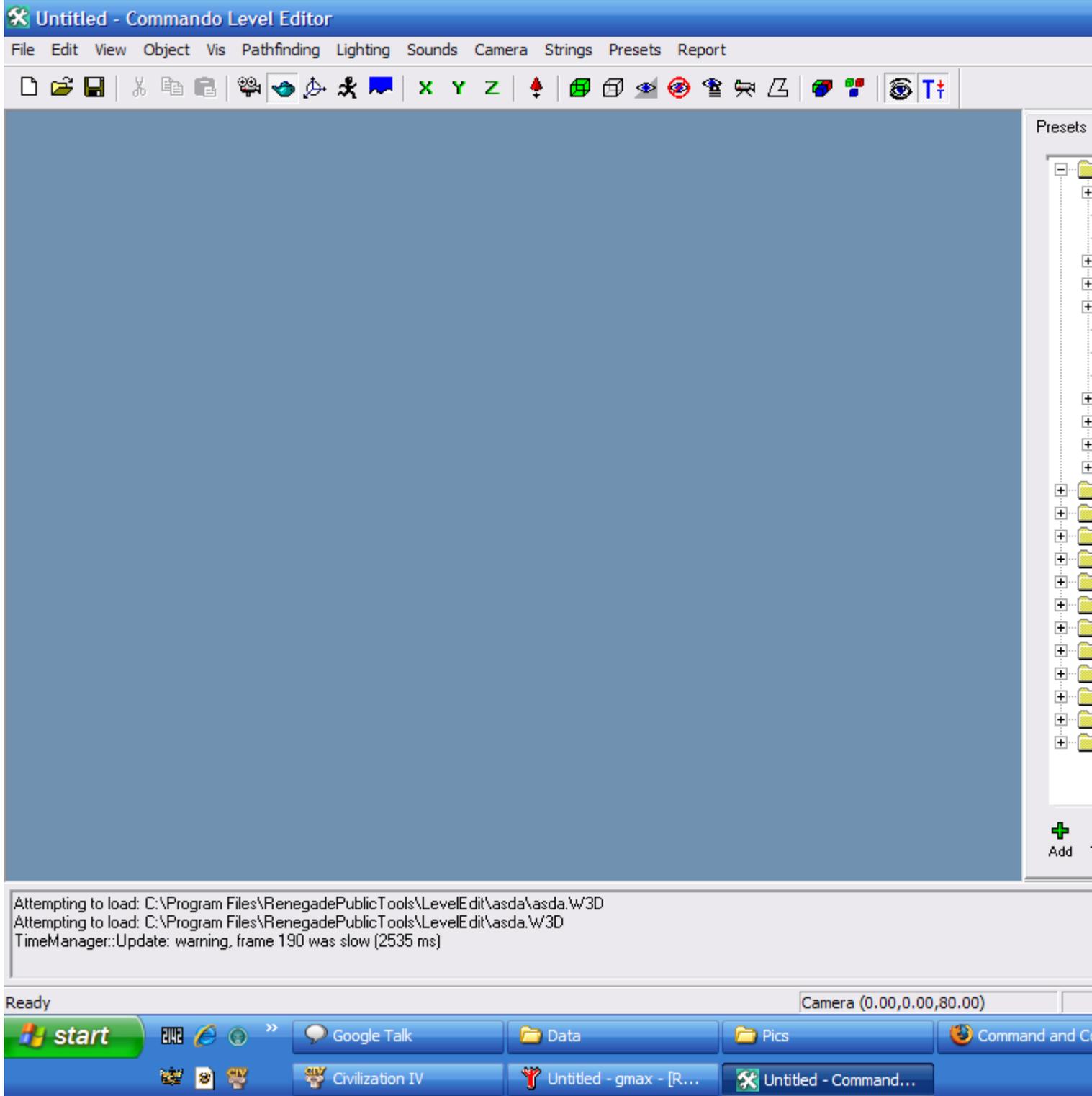
7) [ScreenShot00120.png](#), downloaded 510 times



8) [ScreenShot00121.png](#), downloaded 497 times



9) [ScreenShot00122.png](#), downloaded 483 times



Subject: Re: Renegade editor

Posted by [cpjok](#) on Wed, 05 Dec 2007 23:11:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

like i said before as looking at the ss i didnt see

your terrian will not work unless you put the texture file you used for it in the same place of the w3d file

Subject: Re: Renegade editor
Posted by [Commando Burton](#) on Thu, 06 Dec 2007 00:07:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

HA LOL your right. thank you

Subject: Re: Renegade editor
Posted by [cpjok](#) on Thu, 06 Dec 2007 00:09:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

If You Need Any More Help And I Know Or Anything Let Me Know
