
Subject: Renegade Level Editor
Posted by [AngelFaN](#) on Mon, 28 Jul 2008 07:30:46 GMT
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How do you use it I put in a map name "C&C_Complex.mix"
and try loading it and i get this..
A blue screen and it says this.

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\RenegadePublicTools\LevelEdit\C&C_Complex.mix\EditorCache\METER.TGA
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\EditorCache\TA_CEMENT.TG A
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\EditorCache\TA_FRONT.TGA
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Complex.mix\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\RenegadePublicTools\LevelEdit\C&C_Complex.mix\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\FullMoon.tga

Texture file not found: fullmoon.tga
TimeManager::Update: warning, frame 15 was slow (6987 ms)

Subject: Re: Renegade Level Editor
Posted by [cnc95fan](#) on Mon, 28 Jul 2008 07:47:03 GMT
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It means that LE cannot find the textures required by that map.

Subject: Re: Renegade Level Editor
Posted by [saberhawk](#) on Mon, 28 Jul 2008 08:05:09 GMT
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cnc95fan wrote on Mon, 28 July 2008 02:47: It means that LE cannot find the textures required by that map.

If you don't know the exact issue that's happening, please don't give advice kthx...

AngeLFaN, you need to download the multiplayer lvl files from <ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip> and extract them to <leveledit_folder>/<mod_name>/levels (mod_name being what you named the mod when starting up leveledit, probably "C&C_Complex.mix" going by what you said) and then opening C&C_Complex.lvl
