
Subject: HELP!!! level editor glitch
Posted by [Stallion](#) on Tue, 07 Jul 2009 02:06:22 GMT
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Ok, I took a .lvl file opened it and saved it right after then went to test it just to have it turn out with messed up colors and westwood logos and random spots throughout the map. I've tried this with .lvl and opening .mix files both. I've also tried this with saving to .pkg and .mix files both with the same result. I tried updating the scripts in that folder to the scripts in my renegade folder (version 3.44) with no luck...

What could be causing this and what can I do about it?

Subject: Re: HELP!!! level editor glitch
Posted by [Stallion](#) on Thu, 09 Jul 2009 08:52:13 GMT
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Has noone dealt with color corruptions when saving a file?

Subject: Re: HELP!!! level editor glitch
Posted by [cnc95fan](#) on Thu, 09 Jul 2009 11:28:42 GMT
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Yeah just delete the terrain from the instances tab and make it again.

Subject: Re: HELP!!! level editor glitch
Posted by [Stallion](#) on Thu, 09 Jul 2009 12:01:07 GMT
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That didn't work.

Any chance this has something to do with the scripts?

maybe this will help:

Unable to split node! objcount = 4. (82.42,-21.97,1.13)
Unable to split node! objcount = 5. (32.67,-11.79,1.54)
Unable to split node! objcount = 4. (20.47,-13.17,1.13)
Unable to split node! objcount = 6. (81.52,-57.40,3.51)
Unable to split node! objcount = 4. (84.55,-67.96,3.02)
Unable to split node! objcount = 4. (75.40,-69.55,3.36)
Unable to split node! objcount = 4. (71.05,-70.32,3.67)
Unable to split node! objcount = 4. (72.59,-70.87,2.29)
Unable to split node! objcount = 4. (72.51,-75.02,0.69)
Unable to split node! objcount = 6. (63.21,-70.68,3.74)

Unable to split node! objcount = 4. (63.40,-70.97,1.13)
Unable to split node! objcount = 4. (26.16,-62.00,5.67)
Unable to split node! objcount = 3. (26.49,-60.24,1.22)
Unable to split node! objcount = 4. (-14.45,51.72,9.32)
Unable to split node! objcount = 3. (-20.14,32.70,1.54)
Unable to split node! objcount = 15. (-32.87,70.32,5.08)
Unable to split node! objcount = 4. (-29.27,63.95,0.67)
Unable to split node! objcount = 3. (-84.25,52.48,1.37)
Unable to split node! objcount = 3. (-82.22,43.10,6.08)
Unable to split node! objcount = 5. (-89.34,42.59,5.97)
Unable to split node! objcount = 3. (-80.24,-80.62,-5.38)
Unable to split node! objcount = 3. (-112.76,-71.66,-11.93)
Unable to split node! objcount = 3. (-130.35,-110.47,-15.65)
Level load took 36 seconds
TimeManager::Update: warning, frame 41 was slow (37791 ms)
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\always\power-ups\cc crate\FullMoon.tga
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\always\power-ups\FullMoon.tga
Targa: Failed to open file "mp_field+15.tga"
Targa: Failed to open file "mp_field+14.tga"
Targa: Failed to open file "mp_field+30.tga"
Targa: Failed to open file "mp_field+31.tga"
Targa: Failed to open file "mp_field+5.tga"
Targa: Failed to open file "mp_field+3.tga"
Targa: Failed to open file "mp_field+4.tga"
Targa: Failed to open file "mp_field+37.tga"
Targa: Failed to open file "mp_field+36.tga"
Targa: Failed to open file "mp_field+35.tga"
Targa: Failed to open file "mp_field+33.tga"
Targa: Failed to open file "mp_field+34.tga"
Targa: Failed to open file "mp_field+16.tga"
Targa: Failed to open file "mp_field+13.tga"
Targa: Failed to open file "mp_field+29.tga"
Targa: Failed to open file "mp_field+32.tga"
Targa: Failed to open file "mp_field+9.tga"
Targa: Failed to open file "mp_field+10.tga"
Invalid TGA format used in C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplayer\mp - hand
of nod\MCT_con-ref-hnd.tga - only 24 and 32 bit formats should be used!
Invalid TGA format used in C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplayer\mp - gdi
advanced guard tower\agd_pct_master.tga - only 24 and 32 bit formats should be used!
Invalid TGA format used in C:\Program
Files\RenegadePublicTools\LevelEdit\C&C_Field\tiles\building aggregates - multiplayer\mp - nod
refinery\ply-gradient.tga - only 24 and 32 bit formats should be used!
Targa: Failed to open file "mp_field+7.tga"
Targa: Failed to open file "mp_field+8.tga"

Targa: Failed to open file "mp_field+\2.tga"
Targa: Failed to open file "mp_field+\0.tga"
Targa: Failed to open file "mp_field+\1.tga"
Targa: Failed to open file "mp_field+\6.tga"

These are the loading messages from level editor.
