Hey guys, just wondering if any of you have had the same problem as my friends of WGC, i know i had this problem long ago but forgot how to fix it, it is when there are no presets basically when u install leveledit. No terrain, no objects, no nothing. ill show you the post.

Here is my friends post.

i have a problem, the preset tree does not have any terrain

PLEASE VIEW THE PICURE RIGHT HERE =
http://i891.photobucket.com/albums/ac118/Trompeten/Wittebolx%20related%20stuff/M apEditor.jpg?t=1247855110

it always says this:
Spoiler:
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:\Programme\RenegadePublicTools\LevelEdit\New\EditorCache\METER.TGA
Attempting to load:
C:\Programme\RenegadePublicTools\LevelEdit\New\EditorCache\TA_CEMENT.TGA
Attempting to load:
C:\Programme\RenegadePublicTools\LevelEdit\New\EditorCache\TA_FRONT.TGA
Attempting to load:
C:\Programme\RenegadePublicTools\LevelEdit\New\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:\Programme\RenegadePublicTools\LevelEdit\New\FullMoon.tga
Attempting to load: C:\Programme\RenegadePublicTools\LevelEdit\FullMoon.tga
Texture file not found: fullmoon.tga

Subject: Re: Leveledit
Posted by YazooGang on Tue, 21 Jul 2009 21:26:48 GMT
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People here can do this with their eyes closed but some are new
http://www.renhelp.net/index.php?load=7

Subject: Re: Leveledit
Posted by Fr3EdOm on Tue, 21 Jul 2009 21:32:02 GMT
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thanks man, i really appreciate it!