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Subject: Level edit

Posted by [farheen](#) on Sun, 26 Jul 2009 16:40:08 GMT

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im new to this forum, whenever i start Level Edit and try to load terrain and gdi base and all that. it says this,

Toggle Spoiler,530.78,-11.48)

Unable to split node! objcount = 6. (-190.17,512.11,-1.66)

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Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\HND\_INT\_LM005.W3D  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\hnd\_pct\_master.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hnd\_pct\_master.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E\_FLAME4.W3D  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\E\_FLAME4.W3D  
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Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building aggregates\hand of nod\E\_FLAME4.W3D



aggregates\hand of nod\E\_FLAME2.W3D

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\new\tiles\building  
aggregates\E\_FLAME2.W3D

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Unable to split node! objcount = 4. (-142.92,349.56,15.42)  
Unable to split node! objcount = 3. (45.08,152.83,4.39)  
Unable to split node! objcount = 5. (-52.25,-65.29,1.00)  
Unable to split node! objcount = 3. (-183.21,533.10,33.94)  
Unable to split node! objcount = 4. (-183.56,537.30,20.64)  
Unable to split node! objcount = 3. (-183.71,535.02,21.34)  
Unable to split node! objcount = 3. (-188.27,528.70,16.59)  
Unable to split node! objcount = 3. (-206.23,543.07,13.17)  
Unable to split node! objcount = 3. (-204.20,533.10,21.51)  
Unable to split node! objcount = 4. (-207.86,533.24,13.85)  
Unable to split node! objcount = 3. (-205.98,533.15,10.55)  
Unable to split node! objcount = 4. (-217.33,533.48,17.48)

Unable to split node! objcount = 4. (-219.36,533.10,11.67)  
Unable to split node! objcount = 3. (-172.63,493.73,38.25)  
Unable to split node! objcount = 3. (-206.23,522.37,13.17)  
Unable to split node! objcount = 4. (-166.08,504.62,19.12)  
Unable to split node! objcount = 3. (-179.11,539.49,6.14)  
Unable to split node! objcount = 3. (-181.99,529.84,6.26)  
Unable to split node! objcount = 3. (-171.51,537.55,-1.11)  
Unable to split node! objcount = 5. (-208.03,533.11,7.63)  
Unable to split node! objcount = 5. (-172.87,536.29,-4.57)  
Unable to split node! objcount = 4. (-174.09,536.32,-9.41)  
Unable to split node! objcount = 4. (-174.09,548.04,-12.77)  
Unable to split node! objcount = 3. (-191.82,512.39,-4.37)  
Unable to split node! objcount = 3. (-204.63,530.26,-5.05)  
Unable to split node! objcount = 4. (-208.75,514.59,-14.03)  
Unable to split node! objcount = 3. (-169.57,535.34,-30.60)  
Unable to split node! objcount = 3. (-169.57,531.68,-30.60)  
Unable to split node! objcount = 3. (-188.50,534.39,-29.13)  
Unable to split node! objcount = 4. (-194.09,539.83,-21.14)  
Unable to split node! objcount = 3. (-264.77,563.03,28.84)  
Unable to split node! objcount = 3. (-249.63,525.57,30.82)  
Unable to split node! objcount = 3. (-304.59,552.04,31.24)  
Unable to split node! objcount = 4. (-297.86,586.85,27.68)  
Unable to split node! objcount = 3. (-286.60,548.09,30.64)  
Unable to split node! objcount = 3. (-305.38,542.57,33.46)  
Unable to split node! objcount = 4. (-297.21,543.18,30.64)  
Unable to split node! objcount = 3. (-297.19,536.95,27.94)  
Unable to split node! objcount = 3. (-286.24,523.89,30.64)  
Unable to split node! objcount = 3. (-293.62,526.17,29.69)  
Unable to split node! objcount = 4. (-290.27,537.31,27.53)  
Unable to split node! objcount = 3. (-292.86,537.72,27.22)  
Unable to split node! objcount = 4. (-295.09,525.74,24.66)  
Unable to split node! objcount = 4. (-296.19,511.27,25.59)  
Unable to split node! objcount = 3. (-277.53,547.84,18.59)  
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Unable to split node! objcount = 3. (-305.42,543.05,18.32)  
Unable to split node! objcount = 4. (-278.47,536.74,19.10)  
Unable to split node! objcount = 3. (-307.40,533.59,16.21)  
Unable to split node! objcount = 3. (-278.89,526.85,21.13)  
Unable to split node! objcount = 3. (-286.75,522.35,20.50)  
Unable to split node! objcount = 5. (-297.76,528.84,17.00)  
Unable to split node! objcount = 4. (-291.18,509.97,20.30)  
Unable to split node! objcount = 3. (-308.25,524.09,18.59)  
Unable to split node! objcount = 5. (-311.48,527.64,18.45)  
Unable to split node! objcount = 3. (-314.09,515.58,18.93)  
Unable to split node! objcount = 3. (-97.71,445.35,34.32)  
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Unable to split node! objcount = 3. (-161.81,446.49,34.13)

Unable to split node! objcount = 3. (1.78,370.19,10.48)  
Unable to split node! objcount = 3. (20.42,359.88,9.89)  
Unable to split node! objcount = 4. (6.76,357.41,10.64)  
Unable to split node! objcount = 3. (69.96,328.85,3.53)  
Unable to split node! objcount = 3. (59.65,330.52,-1.11)  
Unable to split node! objcount = 3. (55.38,307.52,3.96)  
Unable to split node! objcount = 3. (34.31,327.75,4.66)  
Unable to split node! objcount = 3. (40.87,315.69,3.99)  
Unable to split node! objcount = 3. (-10.02,365.67,15.34)  
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Unable to split node! objcount = 3. (-173.11,360.83,21.39)  
Unable to split node! objcount = 3. (-119.67,337.66,12.94)  
Unable to split node! objcount = 3. (-126.16,345.99,13.48)  
Unable to split node! objcount = 3. (-125.38,346.66,11.08)  
Unable to split node! objcount = 3. (-122.98,357.16,9.38)  
Unable to split node! objcount = 4. (-135.01,360.31,14.49)  
Unable to split node! objcount = 3. (-132.89,340.55,9.82)  
Unable to split node! objcount = 3. (-129.85,342.60,9.12)  
Unable to split node! objcount = 4. (-140.74,372.38,15.95)  
Unable to split node! objcount = 5. (-140.74,358.22,18.96)  
Unable to split node! objcount = 3. (-142.17,352.89,18.65)  
Unable to split node! objcount = 6. (-140.74,351.48,16.43)  
Unable to split node! objcount = 3. (-141.57,349.79,13.26)  
Unable to split node! objcount = 4. (-136.56,348.54,17.34)  
Unable to split node! objcount = 7. (-140.74,348.61,17.42)  
Unable to split node! objcount = 3. (-139.97,346.46,14.26)  
Unable to split node! objcount = 3. (-140.75,369.12,12.36)  
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Unable to split node! objcount = 3. (-140.73,357.83,11.03)  
Unable to split node! objcount = 3. (-136.53,357.29,9.38)  
Unable to split node! objcount = 3. (-140.66,369.08,9.38)  
Unable to split node! objcount = 3. (-140.66,352.91,9.38)  
Unable to split node! objcount = 3. (-144.89,350.19,13.16)  
Unable to split node! objcount = 3. (117.76,221.91,7.78)  
Unable to split node! objcount = 3. (-57.76,241.20,6.18)  
Unable to split node! objcount = 3. (-51.02,216.94,7.48)  
Unable to split node! objcount = 3. (-53.80,213.09,8.38)  
Unable to split node! objcount = 3. (-54.95,219.51,8.38)  
Unable to split node! objcount = 3. (56.04,198.99,-1.07)  
Unable to split node! objcount = 3. (16.51,289.04,1.41)  
Unable to split node! objcount = 3. (-54.52,182.34,8.00)  
Unable to split node! objcount = 3. (-48.70,184.04,5.24)  
Unable to split node! objcount = 4. (-55.25,182.93,5.04)  
Unable to split node! objcount = 4. (-59.41,180.71,5.24)  
Unable to split node! objcount = 3. (-71.51,139.07,3.00)  
Unable to split node! objcount = 4. (-59.50,157.06,1.34)  
Unable to split node! objcount = 3. (-54.34,180.81,0.77)

Unable to split node! objcount = 3. (-64.28,171.18,-0.65)  
Unable to split node! objcount = 3. (112.61,96.33,11.70)  
Unable to split node! objcount = 4. (114.58,93.56,10.95)  
Unable to split node! objcount = 5. (109.86,94.52,11.85)  
Unable to split node! objcount = 5. (104.57,118.37,12.17)  
Unable to split node! objcount = 4. (28.25,97.59,5.46)  
Unable to split node! objcount = 3. (-7.23,102.08,1.37)  
Unable to split node! objcount = 3. (-4.02,79.71,3.14)  
Unable to split node! objcount = 6. (67.17,13.41,6.39)  
Unable to split node! objcount = 4. (90.54,-42.03,5.20)  
Unable to split node! objcount = 3. (50.08,-22.41,10.13)  
Unable to split node! objcount = 3. (1.54,-36.21,-0.60)  
Unable to split node! objcount = 3. (-30.54,55.63,2.23)  
Unable to split node! objcount = 3. (-81.45,65.82,11.28)  
Unable to split node! objcount = 3. (-35.92,36.94,1.18)  
Unable to split node! objcount = 3. (-51.44,-65.69,17.93)  
Unable to split node! objcount = 3. (-107.51,289.62,-8.58)  
TimeManager::Update: warning, frame 133 was slow (18403 ms)  
TimeManager::Update: warning, frame 298 was slow (8070 ms)  
TimeManager::Update: warning, frame 301 was slow (3144 ms)  
TimeManager::Update: warning, frame 305 was slow (8579 ms)  
TimeManager::Update: warning, frame 317 was slow (12543 ms)

can u help me?

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**Subject: Re: Level edit**  
Posted by [cnc95fan](#) on Sun, 26 Jul 2009 16:45:51 GMT  
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Erm, did it actually fail to load? That's quite normal

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**Subject: Re: Level edit**  
Posted by [farheen](#) on Sun, 26 Jul 2009 16:58:54 GMT  
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cnc95fan wrote on Sun, 26 July 2009 12:45Erm, did it actually fail to load? That's quite normal

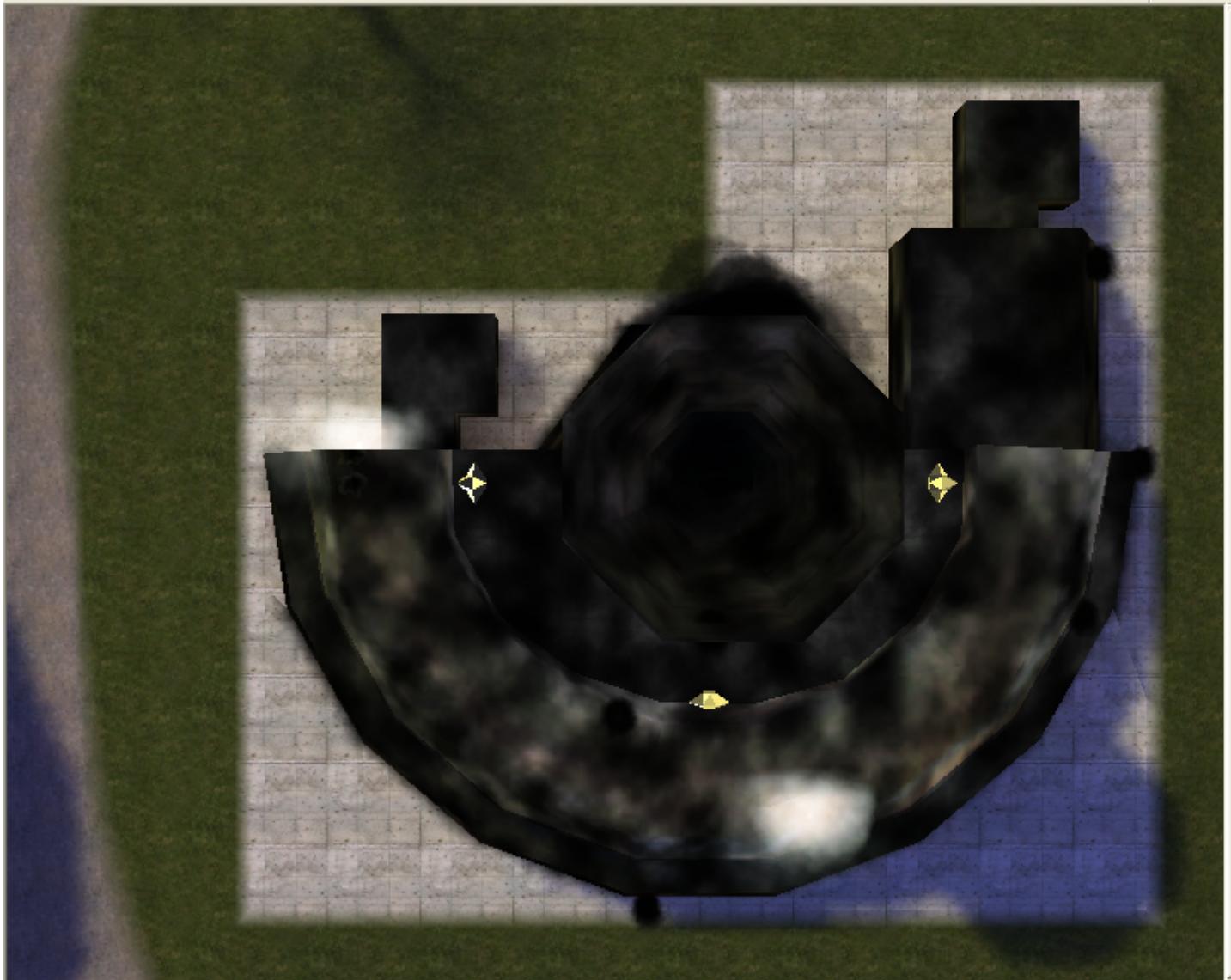
yea, and it just loads pp and the ground just that,  
when i try to load level - single player. Level\_01 0108  
01 0108 - GDI base  
01 0108 - terrain and all that things..  
like this

## File Attachments

1) [lol.png](#), downloaded 281 times

### Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



```
TimeManager::Update: warning, frame 111 was slow (4093 ms)
TimeManager::Update: warning, frame 113 was slow (2888 ms)
TimeManager::Update: warning, frame 114 was slow (2322 ms)
```

Ready

Camera (0.00,0.00,80.00)



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Subject: Re: Level edit

Posted by [LR01](#) on Mon, 27 Jul 2009 09:24:24 GMT

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Well, there is nothing wrong whit the giant text log LE give you.

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**Subject: Re: Level edit**

Posted by [farheen](#) on Mon, 27 Jul 2009 14:42:52 GMT

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LR01 wrote on Mon, 27 July 2009 04:24 Well, there is nothing wrong whit the giant text log LE give you.

then why it only shows a gdi powerplant, wheres the half map?

---

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**Subject: Re: Level edit**

Posted by [ErroR](#) on Mon, 27 Jul 2009 14:54:40 GMT

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Move using your numpad. 8 is up, 2 is down, 4 is left, 6 is right. 7,1,9,3 are respectively look up look down, move up, move down.

Also press F8 then esc (only first time or it does nothign) then f8 again

---

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**Subject: Re: Level edit**

Posted by [farheen](#) on Mon, 27 Jul 2009 18:00:19 GMT

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ErroR wrote on Mon, 27 July 2009 09:54 Move using your numpad. 8 is up, 2 is down, 4 is left, 6 is right. 7,1,9,3 are respectively look up look down, move up, move down.

Also press F8 then esc (only first time or it does nothign) then f8 again  
thanks i didnt know that, thanks alot, im new to it.

---

---

**Subject: Re: Level edit**

Posted by [Shinja](#) on Mon, 27 Jul 2009 20:05:38 GMT

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someimes the solution is sooo simple...

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**Subject: Re: Level edit**

Posted by [ErroR](#) on Mon, 27 Jul 2009 22:40:01 GMT

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also hold CTRL to fly faster

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