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Subject: Weird crashing in mod  
Posted by [Omar007](#) on Fri, 28 Aug 2009 21:19:33 GMT  
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When i try to load my map Emptyness (yes it is complete empty, just a plain heightfield) it crashes after i loaded the map. I have a (almost) complete empty always.dat so it has only the required files to run ([http://www.renegadehelp.net/Tutorials/TUT\\_Full\\_Con/Required%20Renegade.rar](http://www.renegadehelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar)) so it's a clean start again. I modified the spawner to use the file c\_ag\_havoc.w3d

Here is my Editor output and the crashdump. I hope someone can help me out.

#### Editor output

```
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_wrist.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f_hm_havoc_hands.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\always\characters\F_SKELETON.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F_SKELETON.W3D
Unable to find HTree: F_SKELETON
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L3.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c_havoc.tga
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c_havoc.tga
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L2.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L1.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C_HAVOC_L0.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\C_HAVOC_HEAD.W3D
Attempting to load: E:\Modding\Tiberium
Redux\Editor\Conquest\characters\havoc\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S_A_HEAD.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s_a_tall.W3D
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s_a_tall.W3D
```

Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\S\_A\_EXPRESSION.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\METER.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_CEMENT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_FRONT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\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: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga  
Texture file not found: fullmoon.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\always\characters\f\_hm\_havoc\_wrist.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f\_hm\_havoc\_wrist.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\always\characters\f\_hm\_havoc\_hands.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\f\_hm\_havoc\_hands.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\always\characters\F\_SKELETON.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\always\F\_SKELETON.W3D  
Unable to find HTree: F\_SKELETON  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L3.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L3.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\c\_havoc.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\c\_havoc.tga  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L2.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L2.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L1.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L1.W3D

Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_L0.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\C\_HAVOC\_L0.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\C\_HAVOC\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\C\_HAVOC\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S\_A\_HEAD.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s\_a\_tall.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s\_a\_tall.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\s\_a\_wide.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\S\_A\_MOUTH.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: E:\Modding\Tiberium  
Redux\Editor\Conquest\characters\S\_A\_EXPRESSION.W3D  
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Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_CEMENT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\EditorCache\TA\_FRONT.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\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  
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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: E:\Modding\Tiberium Redux\Editor\Conquest\Heightfield\DIRT\_01.TGA  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\DIRT\_01.TGA  
Texture file not found: dirt\_01.tga  
Targa: Failed to open file "heightfield\dirt\_01.tga"  
Level load took 0 seconds  
TimeManager::Update: warning, frame 35 was slow (3864 ms)  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\havoc\FullMoon.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\characters\FullMoon.tga  
Texture file not found: fullmoon.tga  
Targa: Failed to open file "E:\Modding\Tiberium  
Redux\Editor\Conquest\Heightfield\DIRT\_01.TGA"  
Attempting to load: E:\Modding\Tiberium Redux\Editor\Conquest\REN\_spawn.tga  
Attempting to load: E:\Modding\Tiberium Redux\Editor\REN\_spawn.tga  
Texture file not found: ren\_spawn.tga

## File Attachments

1) [crashdump2.txt](#), downloaded 521 times

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Subject: Re: Weird crashing in mod  
Posted by [Poskov](#) on Sat, 29 Aug 2009 03:24:43 GMT  
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you're missing too many textures

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Subject: Re: Weird crashing in mod  
Posted by [Omar007](#) on Sat, 29 Aug 2009 10:27:20 GMT  
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Poskov wrote on Sat, 29 August 2009 05:24you're missing too many textures  
Textures is never a problem. And besides that i only miss 2; dirt\_01.tga and ren\_spawn.tga

Fullmoon.tga is ALWAYS missing. Even in normal Renegade

If a texture is missing it will just replace it with the WESTWOOD logo.

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Subject: Re: Weird crashing in mod  
Posted by [ErroR](#) on Sat, 29 Aug 2009 10:45:33 GMT  
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maybe something's wrong with the spawner

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Subject: Re: Weird crashing in mod  
Posted by [Omar007](#) on Sat, 29 Aug 2009 11:22:09 GMT  
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The map doesn't have spawners therefore i should spawn at 0,0,0

With spawners it crashes too.

When i do walkthrough in LE it works normally and it has the same settings ingame as in walkthrough

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Subject: Re: Weird crashing in mod  
Posted by [ErroR](#) on Sat, 29 Aug 2009 17:39:05 GMT  
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did you change the soldier preset to have havoc one settings?

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Subject: Re: Weird crashing in mod  
Posted by [Omar007](#) on Sat, 29 Aug 2009 18:08:09 GMT  
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If Havoc == CnC\_GDI\_MiniGunner\_3Boss then yes

I made a new preset with the Havoc model and pointed the Spawners to the new preset (one for Nod, one for GDI both Havoc model)

EDIT: Well it HAS to be a wrong preset but i still can't find it :S

I hope to find it though  
Would be easy to find it if there was a list of standard loaded presets on map load

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Subject: Re: Weird crashing in mod  
Posted by [ErroR](#) on Sat, 29 Aug 2009 19:18:10 GMT  
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i've done it somehow, but i'm still not sure how, because i edited the soldier preset, and created new startup spawners, also edit the original. And it worked but i'm still not sure which combination did try it

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Subject: Re: Weird crashing in mod  
Posted by [Gen\\_Blacky](#) on Sat, 29 Aug 2009 23:20:18 GMT  
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you cant add new presets to the start up spawner it wont work. change CnC\_GDI\_MiniGunner\_3Boss to CnC\_GDI\_MiniGunner\_0 then change the the soldier into something else.

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Subject: Re: Weird crashing in mod  
Posted by [Omar007](#) on Sun, 30 Aug 2009 10:15:23 GMT  
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OMG that's just FAIL... WHY would it ever work that way? :S

So for nod it would be CnC\_Nod\_MiniGunner\_0.

I'll try now. I hope you are right  
Reborn seems to have that entry still in the presets so i guess it will work

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Thanks in advance

EDIT: GREAT IT WORKS Well that is for GDI only but still ^^

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Subject: Re: Weird crashing in mod

Posted by [Omar007](#) on Sat, 05 Sep 2009 10:18:20 GMT

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BUMPYBUMP

Nod still doesn't work

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