Subject: Making own MOD
Posted by sauron--the--king on Mon, 06 Dec 2010 14:06:19 GMT

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Hello,

I've been following the tutorials from cnc95fan from this site:

Now I'm at the second part:

But when selecting my own Level Editor, he will start the "Choose Mod Package" screen, but after selecting any Mod Package, the Editor will crash with this error (is in Dutch):
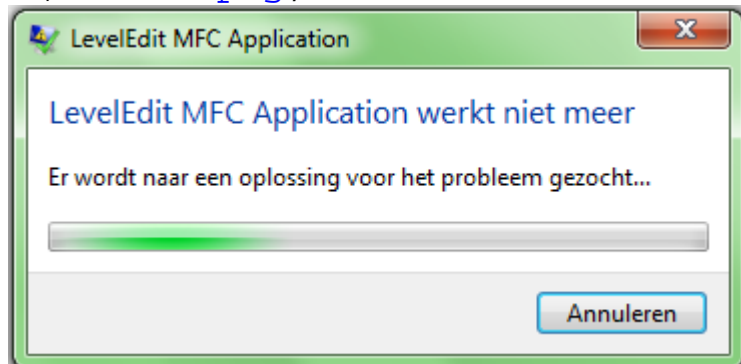

Then I tried to do this step:
Using your modified Level Edit, (provided you followed part 1), create a new mod package called Always. Close Level Edit.
Then download this: http://www.renhelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar
I created a new mod package called "Always". But the link he gave doesn't lead to the thing I need to download... So I haven't downloaded it, and when starting Level Editor now, the editor will keep getting the same error.

Does anyone else knows what to do at this point?

File Attachments
1) error.png, downloaded 730 times

Subject: Re: Making own MOD
Posted by Omar007 on Mon, 06 Dec 2010 14:49:29 GMT

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Replace the word 'renhelp' in your link with 'renegadehelp' and it'll work

http://www.renegadehelp.net/Tutorials/TUT_Full_Con/Required%20Renegade.rar

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Subject: Re: Making own MOD
Posted by sauron--the--king on Mon, 06 Dec 2010 15:39:58 GMT
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Thanks now it works. Thx for the quick respons

Subject: Re: Making own MOD
Posted by sauron--the--king on Mon, 06 Dec 2010 17:08:23 GMT
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Now Level Editor is working, I want to make the terrain of M10 inside the game. But it can't load the terrain. Where can I find the files that are needed to let Level Editor create this terrain?

Subject: Re: Making own MOD
Posted by Omar007 on Mon, 06 Dec 2010 18:42:02 GMT
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Well those would be in Renegade obviously....

If you want to use those you'd have to search which files correspond with M10 in Renegade.
Also if it's just 1 map you're making, consider making a PKG mod instead.

Subject: Re: Making own MOD
Posted by sauron--the--king on Mon, 06 Dec 2010 19:02:04 GMT
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Hhm.... The only things I want are new Weapons and new Characters. I first tried that without making a new MOD of it, but each time one of these new characters are added and used, the game crashed. I just wanted to add weapons and characters, instead of replacing old ones. But each time one of these new characters would be created in my map, the game crashed.
How should I do it then?

Regards,
Sauron

Subject: Re: Making own MOD
Posted by Jerad2142 on Mon, 06 Dec 2010 19:17:52 GMT
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sauron--the--king wrote on Mon, 06 December 2010 10:08Now Level Editor is working, I want to make the terrain of M10 inside the game. But it can't load the terrain. Where can I find the files that are needed to let Level Editor create this terrain?

Some of the terrain assets are dummies that don't attach to visible terrain anymore, chances are there are two different sets of level 9's terrain, one of which has no visible terrain. If you can find the other one in the assets and place that you should be good to go.

sauron--the--king wrote on Mon, 06 December 2010 12:02Hhm.... The only things I want are new Weapons and new Characters. I first tried that without making a new MOD of it, but each time one of these new characters are added and used, the game crashed. I just wanted to add weapons and characters, instead of replacing old ones. But each time one of these new characters would be created in my map, the game crashed.
How should I do it then?

Regards,
Sauron
After the patch some of the model's had their 3D models changed, and although the presets reflect this, Level editor isn't smart enough to access always2.dat. Because of this level editor crashes when you place a model that it is unable to access the 3D model of.

Subject: Re: Making own MOD
Posted by sauron--the--king on Mon, 06 Dec 2010 20:41:06 GMT
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Jerad Gray wrote on Mon, 06 December 2010 13:17
Some of the terrain assets are dummies that don't attach to visible terrain anymore, chances are there are two different sets of level 9's terrain, one of which has no visible terrain. If you can find the other one in the assets and place that you should be good to go.
I've been searching for this inside the aways.dat with the XCC program, but I haven't been able to find it... I have exported all the files from Always.dat to my own Level Edit files, but even after exporting all these files he can't load it... He can't even load any of the levels, even not the Multiplayer ones.

Jerad Gray wrote on Mon, 06 December 2010 13:17 After the patch some of the model's had their 3D models changed, and although the presets reflect this, Level editor isn't smart enough to access always2.dat. Because of this level editor crashes when you place a model that it is unable to access the 3D model of.
How can I add them then? When I try to, this happends:

The Character which I'm trying to load exists. It is in the Always file. But still it won't load the W3D file, because then this error occures again...

Maybe you know how to solve these problems, if you don't, thanks for trying

File Attachments
1) error.png, downloaded 553 times

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

LevelEdit MFC Application

LevelEdit MFC Application werkt niet meer

Er wordt naar een oplossing voor het probleem gezocht

Annule

Render Object Name Collision: C_AG_NOD_EN.K_HEAD
Render Object Name Collision: C_AG_NOD_EN
Attempting to load: C:\Program Files\Alienate\LevelEdit\ALWAYS\c_ag_alien_general.W3D   *This folder exists and has c_ag_alien_general.W3*

Subject: Re: Making own MOD
Posted by Jerad2142 on Tue, 07 Dec 2010 19:27:33 GMT
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sauron--the--king wrote on Mon, 06 December 2010 13:41How can I add them then? When I try to, this happends:

The Character which I'm trying to load exists. It is in the Always file. But still it won't load the W3D file, because then this error occures again...

Maybe you know how to solve these problems, if you don't, thanks for trying
The issue is the name of the 3d model c_ag_alien_general is too long, if you open it with the w3d viewer you'll notice the name cuts off at 16 chars or so. To solve the issue rename the file the same as its named inside the viewer, and then match make sure to reassign it in leveleditor before you reload the level. (So the new name will be like c_ag_alien_gener.W3D).

Subject: Re: Making own MOD
Posted by sauron--the--king on Thu, 09 Dec 2010 23:06:40 GMT
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Read further here plz
 http://www.renegadeforums.com/index.php?t=msg&goto=440804&rid=24329#msg_ 440804