
Subject: Renegade Level Editor Help

Posted by [eatcow](#) on Wed, 11 May 2011 03:12:07 GMT

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Howdy,

I am having issues trying to load a map. I have the westwood level files but they do not open up. Here is a print out of the error listing I get trying to load hourglass. Can someone please help? I can't load any maps. Thanks!!!

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"

Resetting device.

Device reset completed

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:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\EditorCache\METER.TGA

Attempting to load: C:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\EditorCache\TA_CEMENT.TGA

Attempting to load: C:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\EditorCache\TA_FRONT.TGA

Attempting to load: C:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\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:\Program Files

(x86)\RenegadePublicTools\LevelEdit\C&C_Hourglass\FullMoon.tga

Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\FullMoon.tga
Texture file not found: fullmoon.tga
Resetting device.
Device reset completed

Subject: Re: Renegade Level Editor Help
Posted by [robbyke](#) on Wed, 11 May 2011 19:14:04 GMT
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do you use FD?

then:

Vaati19 wrote on Thu, 03 September 2009 10:35
The First Decade fix:
Start "Run". In the blank box type "regedit" (without ""). Now the registry editor will pop up! When it has come up you go to "HKEY_LOCAL_MACHINE" Then open up "SOFTWARE" and scroll down to "Westwood" and then at "Renegade". Now if you look at the list to the right at the registry editor so should you see some registry values. Mark the one with the name "InstallPath" (double click at it)
Change it to exactly the path it is installed to (normally C:\Program Files\EA Games\Command & Conquer The First Decade\Command & Conquer Renegade(tm)\Renegade\Renegade.exe)
Why did I mark (tm) for? Well, cause it is always missing in the string
Hope this did help

Subject: Re: Renegade Level Editor Help
Posted by [eatcow](#) on Wed, 11 May 2011 20:09:02 GMT
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That did it, thanks!
