
Subject: LevelEdit is failing

Posted by [Blaster20](#) on Sat, 08 Oct 2011 01:29:00 GMT

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When I try to open a map in Level-edit, It just tries to remove the presets from the map. It then asks me if I want to give ALL of the items a preset, and when I click no, the whole program crashes. It was working fine a few days ago and I've already tried a reinstall. Am I missing something from the files?

Oh, and Scripts was already in it.

Subject: Re: LevelEdit is failing

Posted by [Gen_Blacky](#) on Sat, 08 Oct 2011 01:54:00 GMT

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you HAVE TO have those presets in your objects file or temp presets or it wont load.

Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Sat, 08 Oct 2011 01:58:07 GMT

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But where do I find the presets? They don't come into the folders, and It's not in the Renegadepublictools file.

Subject: Re: LevelEdit is failing

Posted by [Gen_Blacky](#) on Sat, 08 Oct 2011 03:18:19 GMT

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what map are you trying to open? Take a screen shot of the presets that are missing.

Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Sat, 08 Oct 2011 03:41:12 GMT

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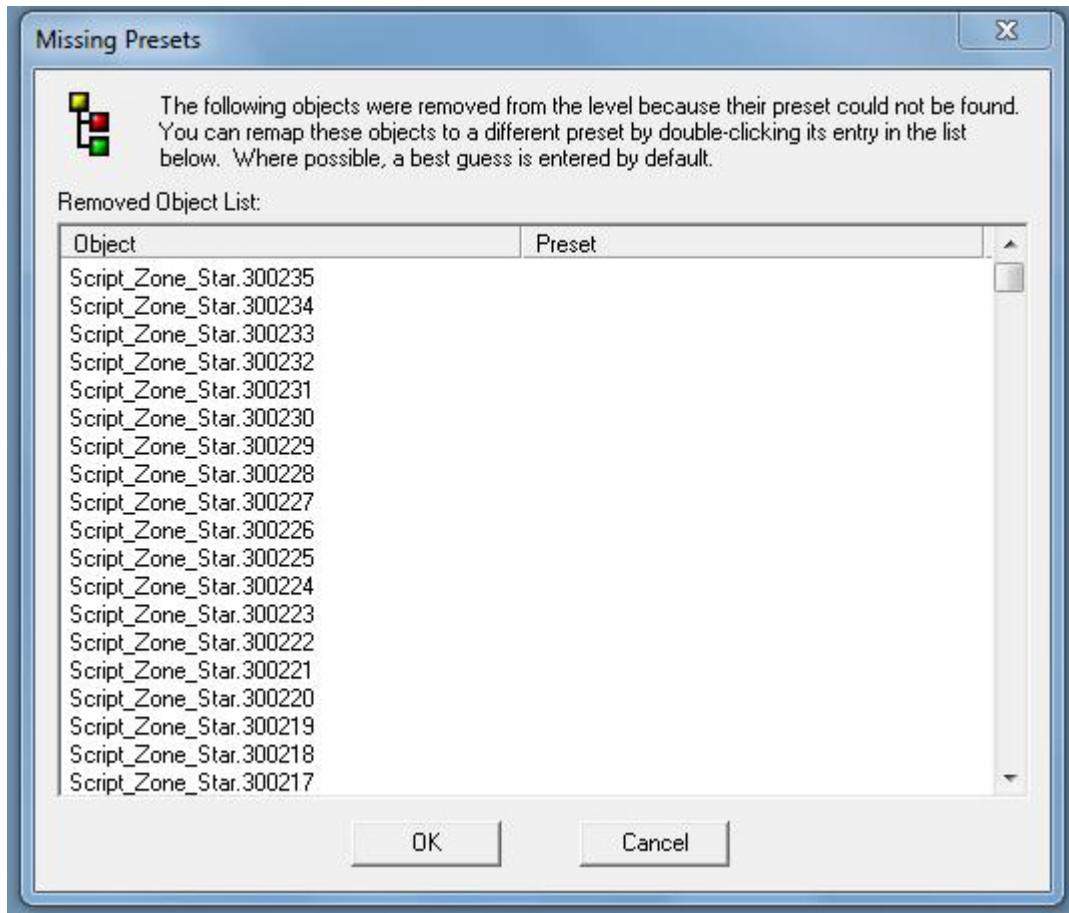
I'm trying to open Skirmish.00, Which worked fine before.

And this is the error

As it looks by the scroll bar, it's a lot.

File Attachments

1) [Screen02.jpg](#), downloaded 851 times



Subject: Re: LevelEdit is failing

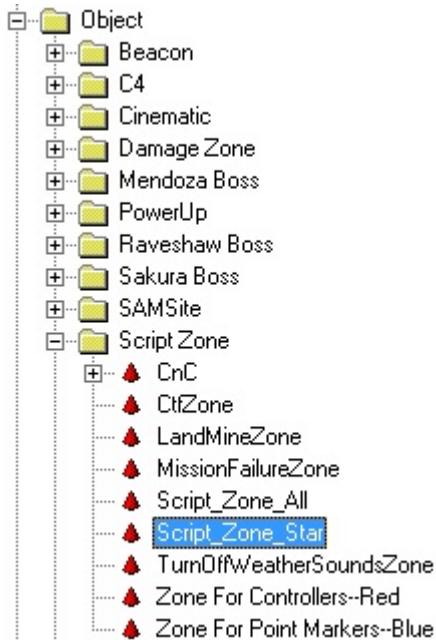
Posted by [Gen_Blacky](#) on Sat, 08 Oct 2011 03:48:19 GMT

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Err I think your leveledit registry path is wrong.

File Attachments

1) [zonee.jpg](#), downloaded 847 times



Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Sat, 08 Oct 2011 03:54:19 GMT

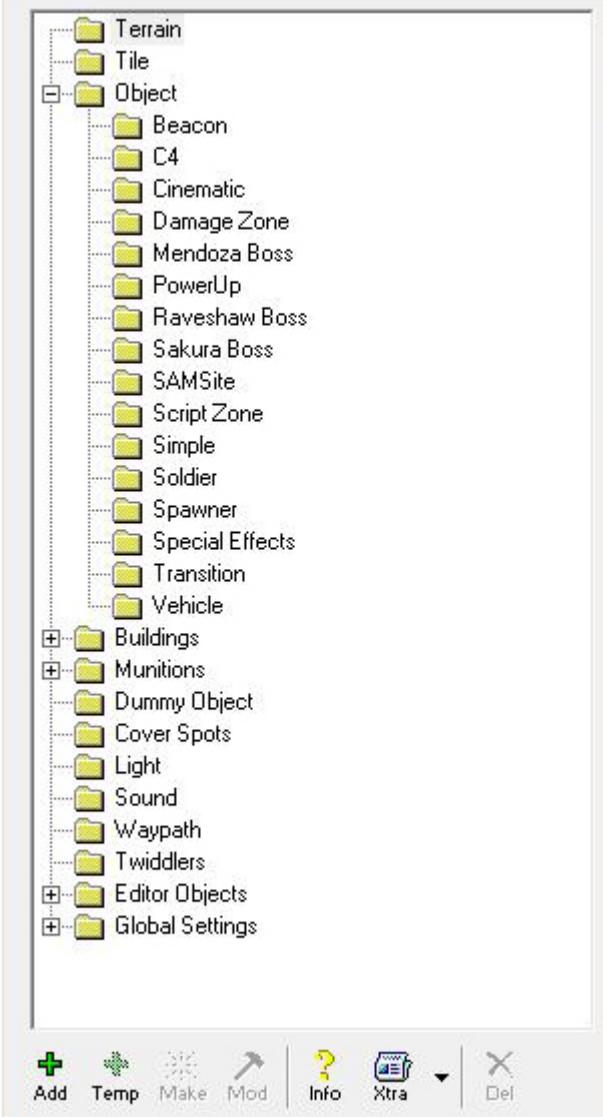
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It was doing that a few days ago. It had all of the presets, and then it just stopped. And soon, I couldn't load anything. I had all of those, and I could've done anything. But now it's telling me that error.

And then the preset tree has nothing there. I can't open most folders.

File Attachments

1) [Preset tree.jpg](#), downloaded 834 times



Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Sun, 09 Oct 2011 05:32:51 GMT

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I didn't have objects.ddb inside, so I put it in the project folder and the leveledit folder. The error list was shorter, but by only the script zones. All the rest is the same. Is there something I need to copy from the folder?

Subject: Re: LevelEdit is failing

Posted by [Jerad2142](#) on Sun, 09 Oct 2011 22:05:57 GMT

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Ah wait, you recently installed 4.0 didn't you, download the level editor on the 4.0 page and that'll fix it, it's some bug with 4.0. My original leveleditor started working randomly again after about a week.

Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Mon, 10 Oct 2011 01:25:33 GMT

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Yeah, that was the case. It's loading just fine now. I had no idea it was that.

Subject: Re: LevelEdit is failing

Posted by [jonwil](#) on Mon, 10 Oct 2011 01:56:26 GMT

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I can confirm that the 4.0 leveledit is necessary if you have scripts 4.0 installed.

Subject: Re: LevelEdit is failing

Posted by [Jerad2142](#) on Mon, 10 Oct 2011 16:43:10 GMT

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Actually my normal leveleditor is working again, any ideas why that'd happen?

Subject: Re: LevelEdit is failing

Posted by [jlhill17](#) on Mon, 10 Oct 2011 18:28:56 GMT

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LevelEdit also sometimes has trouble if you have a mod installed that has its own level editor, like Reborn or TCW. I had Reborn and my LevelEdit didn't work (regular or 4.0) until I uninstalled Reborn and reinstalled Renegade and Renegade Public Tools. It works fine now.

Subject: Re: LevelEdit is failing

Posted by [rrutk](#) on Mon, 10 Oct 2011 23:43:02 GMT

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Registry-Key:

HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Westwood\Renegade\InstallPath

needs to be adjusted like this:

C:\Program Files (x86)\EA Games\Command & Conquer Die ersten 10 Jahre\Command & Conquer Renegade(tm)\Renegade\

The Problem is the "(tm)" with TFD.

If the presets don't show up, the path within the registry is wrong.

Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Wed, 12 Oct 2011 01:58:33 GMT

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Now, When I try to put something in the map and load it in Renegade, nothing will move. The Harvester will just stop right where it forms, and not do anything. Do I need to add something?

Subject: Re: LevelEdit is failing

Posted by [jlhill17](#) on Wed, 12 Oct 2011 03:56:14 GMT

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Are there harvester waypaths on the map?

Subject: Re: LevelEdit is failing

Posted by [Jerad2142](#) on Wed, 12 Oct 2011 05:32:12 GMT

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Blaster20 wrote on Tue, 11 October 2011 19:58Now, When I try to put something in the map and load it in Renegade, nothing will move. The Harvester will just stop right where it forms, and not do anything. Do I need to add something?

Make sure you have innate enabled checked on the waypaths.

Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Thu, 13 Oct 2011 00:35:35 GMT

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I have no clue how to activate them

I've looked around for a bit, and can't find how to activate them. And yes, there were Harvester Waypaths.

Subject: Re: LevelEdit is failing

Posted by [Gen_Blacky](#) on Thu, 13 Oct 2011 00:45:35 GMT

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You need to generate the pathfinding.

<http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=35>

Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Thu, 13 Oct 2011 01:17:39 GMT

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That's already there. Nothing is moving. I have Skirmish open, and it will just stop. And it has innate waypath already checked.

Subject: Re: LevelEdit is failing

Posted by [Jerad2142](#) on Fri, 14 Oct 2011 04:39:59 GMT

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Regen pathfind and makesure your waypoints are either two way or go the correct direction. (ALSO make sure you have each team's tib zone placed).

Subject: Re: LevelEdit is failing

Posted by [Mauler](#) on Fri, 14 Oct 2011 05:33:44 GMT

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You might find it useful to place Pathfind Blockers into the map as well, it will help guide your harvester to its assigned field.. also make sure waypaths are set to 'innate pathfind' 'two way' and 'ground vehicle' then place a pathfind generator in the map. Proceed with pathfind sectors.

Some tips*

- One way path from Refinery to tiberium field is fine. So long as it is set up properly.
- No need to generate sectors all the way to completion, as long as the sectors reach the tiberium zones you should be fine

screenshot with innate waypath that leads tiberium zone with pathfind sectors visible.

Subject: Re: LevelEdit is failing

Posted by [Blaster20](#) on Fri, 14 Oct 2011 23:13:08 GMT

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Yeah. It's working now. Some error that just fixed. But now, when I want Sam-sites to fire at the VTOLs, they just fire above it, or don't fire at all. I checked the scripts and couldn't find it (There is

WAY too many).
