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Subject: I need help with Level Edit

Posted by [zeratul2400](#) on Sat, 13 Sep 2003 10:22:54 GMT

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hello

I need help when I put the Building Interior on my maps that's make a bug  
my computer say me the programme cause a probleme in LEVELEDIT.EXE

why that's do that's

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Subject: I need help with Level Edit

Posted by [gendres](#) on Sat, 13 Sep 2003 13:24:06 GMT

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something is wrong with your "building interior", try reexporting or maybe your PC just sucks...

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Subject: I need help with Level Edit

Posted by [Dante](#) on Sat, 13 Sep 2003 19:57:01 GMT

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do this, there is a .txt file in your Level Edit directory called \_log.txt or something like that, delete it, then start it up, and try to make that building interior again, then post the contents of that file here, that will help (at least me) figure out what went wrong.

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Subject: I need help with Level Edit

Posted by [zeratul2400](#) on Sun, 14 Sep 2003 12:39:50 GMT

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Dantedo this, there is a .txt file in your Level Edit directory called \_log.txt or something like that, delete it, then start it up, and try to make that building interior again, then post the contents of that file here, that will help (at least me) figure out what went wrong.

Thanks Dante

but that's don't work

I did

Dealeat Editorlog.txt

I run Level Edit

I Aply \*GDI Construcktion Yard Interior\*

And the computer say me: a probleme are found in LEVELEDIT.EXE

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Subject: I need help with Level Edit

Posted by [General Havoc](#) on Sun, 14 Sep 2003 13:19:43 GMT

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Post the contents of the file Editorlog.txt here on this forum. Delete Editorlog.txt Run the editor and make the interior. Let leveledit.exe crash then open up Editorlog.txt and post what it says here.

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Subject: I need help with Level Edit

Posted by [zeratul2400](#) on Sun, 14 Sep 2003 17:10:09 GMT

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General Havoc Post the contents of the file Editorlog.txt here on this forum. Delete Editorlog.txt Run the editor and make the interior. Let leveledit.exe crash then open up Editorlog.txt and post what it says here.

just before I Delete Editorlog.txt

Resetting device.

Device reset completed

Resetting device.

Device reset completed

Resetting device.

Device reset completed

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

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_wrist.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_wrist.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_hands.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_hands.tga

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\F\_SKELETON.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\F\_SKELETON.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L3.W3D

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L3.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\c\_havoc.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\c\_havoc.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L2.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L2.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_wide.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_wide.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\METER.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_CEMENT.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_FRONT.TGA

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\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\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\FullMoon.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\FullMoon.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\lt01.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal02.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_shaft.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_ceiling.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gd\_metl.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\19\_Crate\_side2.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cable.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cmnt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_block.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\Hpad\_bolt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\WP\_wall01.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gdi\_con.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\qht-door.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D

Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02  
Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
Render Object Name Collision: CON YARD.MGCON#LT05  
Render Object Name Collision: CON YARD.MGCON#LT04  
Render Object Name Collision: CON YARD.MGCON#LT03  
Render Object Name Collision: CON YARD.MGCON#LT02  
Render Object Name Collision: CON YARD.MGCON#LT01  
Render Object Name Collision: CON YARD.MGCON#LT  
Render Object Name Collision: CON YARD.MGCON#000  
Render Object Name Collision: CON YARD.MGCON#020  
Render Object Name Collision: CON YARD.MGCON#019  
Render Object Name Collision: CON YARD.MGCON#018  
Render Object Name Collision: CON YARD.MGCON#017  
Render Object Name Collision: CON YARD.MGCON#016  
Render Object Name Collision: CON YARD.MGCON#015  
Render Object Name Collision: CON YARD.MGCON#014  
Render Object Name Collision: CON YARD.MGCON#013  
Render Object Name Collision: CON YARD.MGCON#012  
Render Object Name Collision: CON YARD.MGCON#010  
Render Object Name Collision: CON YARD.MGCON#009  
Render Object Name Collision: CON YARD.MGCON#008  
Render Object Name Collision: CON YARD.MGCON#007  
Render Object Name Collision: CON YARD.MGCON#006  
Render Object Name Collision: CON YARD.MGCON#005  
Render Object Name Collision: CON YARD.MGCON#004  
Render Object Name Collision: CON YARD.MGCON#003  
Render Object Name Collision: CON YARD.MGCON#002  
Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D  
Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06

Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02  
Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
Render Object Name Collision: CON YARD.MGCON#LT05  
Render Object Name Collision: CON YARD.MGCON#LT04  
Render Object Name Collision: CON YARD.MGCON#LT03  
Render Object Name Collision: CON YARD.MGCON#LT02  
Render Object Name Collision: CON YARD.MGCON#LT01  
Render Object Name Collision: CON YARD.MGCON#LT  
Render Object Name Collision: CON YARD.MGCON#000  
Render Object Name Collision: CON YARD.MGCON#020  
Render Object Name Collision: CON YARD.MGCON#019  
Render Object Name Collision: CON YARD.MGCON#018  
Render Object Name Collision: CON YARD.MGCON#017  
Render Object Name Collision: CON YARD.MGCON#016  
Render Object Name Collision: CON YARD.MGCON#015  
Render Object Name Collision: CON YARD.MGCON#014  
Render Object Name Collision: CON YARD.MGCON#013  
Render Object Name Collision: CON YARD.MGCON#012  
Render Object Name Collision: CON YARD.MGCON#010  
Render Object Name Collision: CON YARD.MGCON#009  
Render Object Name Collision: CON YARD.MGCON#008  
Render Object Name Collision: CON YARD.MGCON#007  
Render Object Name Collision: CON YARD.MGCON#006  
Render Object Name Collision: CON YARD.MGCON#005  
Render Object Name Collision: CON YARD.MGCON#004  
Render Object Name Collision: CON YARD.MGCON#003  
Render Object Name Collision: CON YARD.MGCON#002  
Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD  
Failed to create con yard int from levels\con yard int.w3d  
\*\*\* FATAL ERROR : Failed to create model levels\con yard int.w3d  
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek\_Model() != NULL

When I re-Lunch Level Edit and I delete Editorlog.txt (building interior ADD)  
Resetting device.  
Device reset completed  
Resetting device.  
Device reset completed  
Resetting device.

Device reset completed  
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  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_wrist.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_wrist.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\f\_hm\_havoc\_hands.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\f\_hm\_havoc\_hands.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\characters\F\_SKELETON.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\always\F\_SKELETON.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L3.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L3.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\c\_havoc.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\c\_havoc.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L2.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L2.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L1.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_L0.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\C\_HAVOC\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op

2\characters\havoc\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_HEAD.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_tall.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\s\_a\_wide.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\s\_a\_wide.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_MOUTH.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\S\_A\_EXPRESSION.W3D  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\METER.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_CEMENT.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\EditorCache\TA\_FRONT.TGA  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\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\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\havoc\FullMoon.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\characters\FullMoon.tga  
TimeManager::Update: warning, frame 12 was slow (2651 ms)  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\mct\_gdi.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\lt01.tga



Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\atr\_metal02.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_shaft.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_ceiling.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gd\_metl.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\19\_Crate\_side2.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cable.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\hnd\_cmnt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\ref\_block.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\Hpad\_bolt.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\WP\_wall01.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\gdi\_con.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\qht-door.tga  
Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D  
Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02  
Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
Render Object Name Collision: CON YARD.MGCON#LT05  
Render Object Name Collision: CON YARD.MGCON#LT04  
Render Object Name Collision: CON YARD.MGCON#LT03  
Render Object Name Collision: CON YARD.MGCON#LT02  
Render Object Name Collision: CON YARD.MGCON#LT01  
Render Object Name Collision: CON YARD.MGCON#LT  
Render Object Name Collision: CON YARD.MGCON#000

Render Object Name Collision: CON YARD.MGCON#020  
Render Object Name Collision: CON YARD.MGCON#019  
Render Object Name Collision: CON YARD.MGCON#018  
Render Object Name Collision: CON YARD.MGCON#017  
Render Object Name Collision: CON YARD.MGCON#016  
Render Object Name Collision: CON YARD.MGCON#015  
Render Object Name Collision: CON YARD.MGCON#014  
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Render Object Name Collision: CON YARD.MGCON#007  
Render Object Name Collision: CON YARD.MGCON#006  
Render Object Name Collision: CON YARD.MGCON#005  
Render Object Name Collision: CON YARD.MGCON#004  
Render Object Name Collision: CON YARD.MGCON#003  
Render Object Name Collision: CON YARD.MGCON#002  
Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D

Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
Render Object Name Collision: CON YARD.LU\_FLOR05  
Render Object Name Collision: CON YARD.LU\_FLOR04  
Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
Render Object Name Collision: CON YARD.LU\_RD\_AR02  
Render Object Name Collision: CON YARD.LU\_MCT  
Render Object Name Collision: CON YARD.LU\_GRN\_AR02  
Render Object Name Collision: CON YARD.LU\_FLOR  
Render Object Name Collision: CON YARD.MGCON#LT06  
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Render Object Name Collision: CON YARD.MGCON#001  
Render Object Name Collision: CON YARD  
Failed to create con yard int from levels\con yard int.w3d  
\*\*\* FATAL ERROR : Failed to create model levels\con yard int.w3d  
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek\_Model() != NULL

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Subject: I need help with Level Edit  
Posted by [Halo38](#) on Sun, 14 Sep 2003 18:27:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Quote:Render Object Name Collision: CON YARD.LU\_FLOR09  
Render Object Name Collision: CON YARD.LU\_FLOR08  
Render Object Name Collision: CON YARD.LU\_FLOR07  
Render Object Name Collision: CON YARD.LU\_FLOR06  
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Render Object Name Collision: CON YARD.LU\_FLOR03  
Render Object Name Collision: CON YARD.LU\_FLOR02  
Render Object Name Collision: CON YARD.LU\_TV02  
Render Object Name Collision: CON YARD.LU\_TV  
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Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVELEDIT\Co-op  
2\levels\con yard int.W3D  
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Render Object Name Collision: CON YARD

I think you have a Render Object Name Collision, just a guess.....

Of what i know can cause this is, you renaming the w3d after you export, the material editor bug sometimes can cause this (i think) and/or the length of your .w3d file name. But i bet Dante can pinpoint it for you

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