

Common Tool errors and Solutions:

ERROR:

Contact your nearest bungie programmer for assistance

SOLUTION: The tag you have tried to add into the heirarchy is missing tags, or its tags are not correct. It will fail to function or show up properly until fixed.

ERROR:

failed to load gbxmodel tag 'weapons\overwatch\fp\fp'

failed to load weapon tag 'weapons\overwatch\overwatch rifle'

file_open('tags\material#.shader_model') error 0x00000002 'The system cannot find the file specified. '

SOLUTION: That tag and/or file does not exist. Either make one, or fix the tag in guerilla.

OR

Ctrl+F it will come up with a search box. Click on "-> All files and folders". Enter all or part of the file name. When it finds it check which folder you debug says it should be in ,and than put it there. If you can't find it you may have to get it from a friend, reinstall the HEK ,or Halo CE. --- x opocolypse x

ERROR:

failed to load weapon tag 'weapons\battle_rifle\battle_rifle'

SOLUTION: The tag mentioned is corrupt, and needs fixed immediately. Use guerilla to do so.

ERROR:

EXCEPTION halt in \halopc\haloce\source\tag_files\tag_groups.c,#3157 : #3 is not a valid bitmap_group_sequence_block index in [#0,#3)

SOLUTION: There is a sequence index thats incorrect in your weap Hud interface. Fix by correcting path to a existing file in guerilla.

ERROR:

EXCEPTION halt in \halopc\haloce\source\tag_files\tag_groups.c,#3157 : #-1 is not a valid object_function_block index in [#0,#4)

SOLUTION: Go through all the tags you just changed and make sure your block indexes do not say -1. Its usually one of the funtions in the tank's vehicle tag. Just find someone and get the tank folder from them.

ERROR:

EXCEPTION halt in \halopc\haloce\source\objects\objects.c,#1913:
function_index>=0 &&
function_index<NUMBER_OF_OUTGOING_OBJECT_FUNCTIONS

SOLUTION: If you have AI in the map, this is their way of telling you.. you gave them birth defects. Fix by deleting the entire AI ecounter before saving the scenario. Then re-make the AI tags

ERROR:

EXCEPTION halt in \halopc\haloce\source\tag_files\tag_groups.c,#3157 : #1 is not a valid scenario_biped_palette_block index in [#0,#1)

SOLUTION: biped/biped pallet is corrupt. open the .scenario in guerilla, and scroll down to biped section. delete the suspicious bipeds from there first, the delete it from the biped pallet. doing this in the opposite order will result in crashing.

ERROR:

EXCEPTION halt in \halopc\haloce\source\tag_files\tag_groups.c,#3157 : #0 is not a valid shader_transparent_chicago_map_block index in [#0,#0)

SOLUTION: Your scenario is either referencing a corrupt shader_transparent_chicago, or the shader is referencing corrupt items

ERROR:

EXCEPTION halt in \halopc\haloce\source\tag_files\tag_groups.c,#3157 : #-1 is not a valid animation_graph_unit_seat_block index in [#0,#0)

SOLUTION: Your animation graph fails. Try adding a new block or making a new one.

ERROR:

file_open('tags\levels\test\dangercanyon\dangercan yon.scenario_structure_bsp')
error 0x00000002 'The system cannot find the file specified. '

couldn't open scenario_structure_bsp tag
'dangercanyon.scenario_structure_bsp'.
failed to load structure bsp 'levels\test\dangercanyon\dangercanyon'

SOLUTION: Your structure bsp is not correctly referenced. Fix in guerilla by... open your .scenario, and find the BSP reference. It should be red. Fix the reference to the correct path of the .structure_bsp

ERROR:
file_read('tags\effects\particles\air\bitmaps\smoke tank cannon.bitmap') error
0x00000026 'Reached the end of the file. '

SOLUTION: "reached the end of the file." means your tags are fubar'd. Any of them with this error need to be deleted, unfortunately.

ERROR:
07.28.06 15:27:06 need to get the following tags:

SOLUTION: All the tags listed after that, are missing. Find them, or make them.

ERROR:
EXCEPTION halt in \halopc\haloce\source\cseries\profile.c,#442:
parent_timesection->self_msec >= child_timesection->elapsed_msec

SOLUTION: Go into Tasks/Processes and change the affinity for the program to single CPU.

OR

Right click sapien.exe, select Properties. Then go to compatibility, and set it to run in Windows 98

ERROR:
EXCEPTION halt in \halopc\haloce\source>tag_files>tag_files.c,#1373:
tag_file_count<MAXIMUM_TAG_FILES_PER_INDEX

SOLUTION: Sadly, sapien is whining about too many tags. Delete as many unused ones as possible.

ERROR:

s\objects.c,#3250: object_compute_node_matrices root node matrix had a bad position (1.#QNAN0,1.#QNAN0,1.#QNAN0)

SOLUTION: vehicles and weapons are fubar. Open scenario in guerilla and remove all of the vehicles/weapons. Then re-add them one by one, until you figure out which one is crashing sapien. Take it and remake the nodes.

ERROR:

SOLUTION: lens flares will not show in-game. In the shaders, there is one that has lensflares and its creating lensflares in the BSP That shouldn't be there. Remove the lens flares from the shader, recompile BSP, and render lightmaps.

ERROR:

EXCEPTION halt in \halopc\haloce\source\math\matrix_math.c,#1109: !realcmp(determinant, 0.0f)

SOLUTION: You've failed at tags. rename your tags folder and reinstall HEK. Only add your tags back in as you need them. Once you find which ones corrupt, delete and/or fix it.

ERROR:

file_open('tags\ui\editor\markers\normal\normal.gbxmodel') error 0x00000003
'The system cannot find the path specified. '
couldn't open gbxml model tag '<name>.gbxml model'.
EXCEPTION halt in .editor_renderer.cpp,#189: marker.model_index[i]!=NONE

SOLUTION: Normal.gbxmodel is corrupt. Sapien reads this for the object icons. (diamond with the arrows) Fix this by getting the file from a friend, or reinstalling HEK.

ERROR: EXCEPTION_ACCESS_VIOLATION

SOLUTION: You're being denied access to the SP maps. Back up your tag set and reinstall HEK. Then use HEK+ to ****Recursively**** extract the SP map.

ERROR:

SOLUTION: Only known reason is you're trying to use xbox shaders.

If not, make a thread telling us what shaders you're trying to use.

ERROR:

Texture UV is jacked or there are verts not welded correctly. Import debug.wrl for area affected.

I'll try and continue radiosity calculations, but most likely the light map will be jacked because of this error.

radiosity error: degenerate triangle [or triangle with bad uvs] (see blue in error geometry)

SOLUTION: convert to mesh, vert mode, ctrl-A, and weld all with low value.

ERROR:

EXCEPTION halt in .\editor_persist.cpp,#392: pos+buffer_size<=size

SOLUTION: Your sapien.config file is Fubar, delete it. --- T3h_lag

ERROR:

08.06.06 16:57:57 DirectInput: 'Acquire (keyboard)' returned

(DIERR_OTHERAPPHASPRIO#-2147024891) ...

EXCEPTION halt in \halopc\haloce\source\cseries\profile.c,#442:

parent_timesection->self_msec >= child_timesection->elapsed_msec

SOLUTION: If you're running dual cores, change sapien's properties to only run on one.

ERROR:

EXCEPTION halt in .\import_collision_bsp\build_collision_bsp.c.,#387:

global_plane_count <MAXIMUM_BSP3D_DEPTH

SOLUTION:

Your level is extremely, extremely far from 0,0,0, or it's so large in size (geometry) that it won't compile. make sure it's to scale.

You scale may still be off, try importing the MC as reference.

Also, your frame needs to be extremely close as well, make sure it isn't just "out there"

If it's too high poly count then tool won't like it either.

ERROR:

EXCEPTION halt in \halopc\haloce\source>tag_files>tag_groups.c,#3157: #0 is not a valid ai_command_list_block index in [#0,#0)

SOLUTION:

In your scenerio, you deleted a command list before you deleted it from your AI's spawn points. Open your scenerio in Guerilla and scroll down to the spawn locations section of the correct encounter and squad and change the command list to "NONE."

ERROR: EXCEPTION halt in
\\halopc\haloce\source\tag_files\tag_groups.c,#3157: #3 is not a valid
scenario_vehicle_palette_block index in [#0,#0)

SOLUTION:

You deleted a vehicle in the vehicle palette before deleting its spawn point, go into the scenerio tag with guerilla and fix it. OR if you are trying to make a new UI, go back in guerilla and make sure you deleted everything off the vehicle palate and vehicle section.

ERROR: EXCEPTION halt in \\halopc\haloce\source\cseries\cseries.c,#392:
destination && source

SOLUTION:

None except to remove the last tag you added that is causing this, currently under study