Subject: Renx Exporting Error
Posted by Spice on Fri, 23 Apr 2004 18:18:40 GMT
View Forum Message <> Reply to Message

I keep gettin a error when trying to export from gmax to w3d.

Review log:
Saving Hieracrhy Tree COMP
Node Count: 1
Nodes:
ROOTTRANSFORM

Then I get the error The program will now be terminated and stuff. Anyway I can fix this. Or is there anyway I can avoid this from happening. My maps poly count is about 15000. I also wanted to know whats trhe limit on the poly count for maps. Just so I dont make a uber fps eater

Subject: Renx Exporting Error
Posted by Aircraftkiller on Fri, 23 Apr 2004 18:20:40 GMT
View Forum Message <> Reply to Message

Export as Renegade Terrain, not any other type of model.

Subject: Renx Exporting Error
Posted by Spice on Fri, 23 Apr 2004 18:26:30 GMT
View Forum Message <> Reply to Message

I Tried that but what I think I made alot of crates and such in gmax. Should I convert them to w3d and add them in level edit? Could that cause the problem.

Subject: Renx Exporting Error
Posted by Oblivion165 on Fri, 23 Apr 2004 19:59:51 GMT
View Forum Message <> Reply to Message

it shouldnt be a problem, the only thing that could mess it up is:

crates being the same name.
crates being name longer than 16 characters.

if the names are longer than 16 characters it can screw up like this:

Crateupperdeckarea
Crateupperdeckarea2

renx will cut off the names at 16, so now both of your crates are now named:

Crateupperdeckar

Common knowledge, but it might help.

Subject: Renx Exporting Error
Posted by Slash0x on Fri, 23 Apr 2004 20:01:32 GMT
View Forum Message <> Reply to Message

EXdeath7I Tried that but what I think I made alot of crates and such in gmax. Should I convert them to w3d and add them in level edit? Could that cause the problem.
15000 polys, depending on your computer speed (RAM) will determine how long it takes. The program may say it isn't Responding and is locked up, but it is just thinking as hard as it can.

Subject: Renx Exporting Error
Posted by Spice on Fri, 23 Apr 2004 20:35:52 GMT
View Forum Message <> Reply to Message

So the limit is around 15000 polys?

Subject: Renx Exporting Error
Posted by Oblivion165 on Fri, 23 Apr 2004 20:39:40 GMT
View Forum Message <> Reply to Message

nope, im not sure if there is a limit, ive seen models of terrain around 80,000 polys. He just ment its taking alot of your computers resources to complete the export, and RenX will become none responcive while its doing large exports.

Subject: Renx Exporting Error
Posted by Spice on Fri, 23 Apr 2004 21:10:47 GMT
View Forum Message <> Reply to Message

Well everytime ive exported it exports in a few seconds. Its never become non responsive..... anyways I just get a error It doesnt become non responsive it just gives me and error and i must close it down

---

Subject: Renx Exporting Error
Posted by Spice on Sat, 24 Apr 2004 00:17:12 GMT
View Forum Message <> Reply to Message

Ive pin pointed it down to something. Something in my map is cause it to not export. I know this because I deleted everythign except my most valuable peice in my map and tried to export and it worked. Any ideas on what this mysterious object(s) might be?

Subject: Renx Exporting Error
Posted by Oblivion165 on Sat, 24 Apr 2004 01:06:30 GMT
View Forum Message <> Reply to Message

hit "h" in any window, see if any obejects are named the same, and also hit unhide all by right clicking the window, and selecting that option.

other than that you might want to have someone look at it.

Subject: Renx Exporting Error
Posted by Spice on Sat, 24 Apr 2004 01:32:52 GMT
View Forum Message <> Reply to Message

Well let my try unhinding in a bit ... But im sure ive tried that. Other than that if someone wont lok at it ill keep my big model i made and remake it.

Subject: Renx Exporting Error
Posted by Slash0x on Sat, 24 Apr 2004 01:34:43 GMT
View Forum Message <> Reply to Message

Make sure you textures have all the same number of passes on that you applied to that piece of mesh...

Subject: Renx Exporting Error
Posted by Spice on Sat, 24 Apr 2004 04:22:02 GMT
View Forum Message <> Reply to Message

Any experieced mapper willing to take alook at it and try and figure out the problem. Im stumped. PM me if so.

Subject: Renx Exporting Error
Posted by Blazea58 on Sun, 25 Apr 2004 15:00:09 GMT
View Forum Message <> Reply to Message

ok what i think you needed to do was just to Assign Node Names.

This would just make it so every object in your map has a seperate name, given for everything.

Scrole to the Hammer on the right of Gmax. Scroll down...

Pic located here to show you. Very simple that should help you..

(best to not have anything grouped when you do it)
http://www.n00bstories.com/image.view.php?id=1352836301

Subject: Renx Exporting Error
Posted by Spice on Sun, 25 Apr 2004 17:45:51 GMT
View Forum Message <> Reply to Message

Yea i never named anything. I also need to make alot of my buildings 1 object instead of like 8 or 20 lol.

/me goes to test this

Subject: Renx Exporting Error
Posted by Spice on Sun, 25 Apr 2004 19:10:38 GMT
View Forum Message <> Reply to Message

Right now the node name for everything is RA_compound. So i should change that so that every object has its own root name?

Subject: Renx Exporting Error
Posted by Oblivion165 on Mon, 26 Apr 2004 04:28:59 GMT
View Forum Message <> Reply to Message

its fixed, just for public reference, it was a box that had a duplicated name, and a corrupt mesh.

Subject: Renx Exporting Error
Posted by Spice on Mon, 26 Apr 2004 05:10:05 GMT
View Forum Message <> Reply to Message

Yes thank god i dont have to restart. Well thank oblivion. How did you find the corrupt mesh?

Subject: Renx Exporting Error

Posted by Oblivion165 on Mon, 26 Apr 2004 05:13:49 GMT
View Forum Message <> Reply to Message

when i exported, RenX prompted "Cannot Proccess Mesh: (name), it maybe corrupt."

Simple as that, so i deleted it out of my copy, and it went to it, no problems. You'd just have to replace that mesh.

Subject: Renx Exporting Error
Posted by Spice on Mon, 26 Apr 2004 05:24:21 GMT
View Forum Message <> Reply to Message

bah problem still getting that error are you sure there wasnt anything else besides those 2 things

Subject: Renx Exporting Error
Posted by Oblivion165 on Mon, 26 Apr 2004 06:09:45 GMT
View Forum Message <> Reply to Message

ill upload my (the) working version, ill pm you with a download lnk.