Subject: Back to LE, model issue
Posted by Kamuix on Wed, 28 Feb 2007 14:48:12 GMT
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I textured a model with tga files from my mod folder, textures that I have used before...But for
some reason when I try to place the model after exporting onto my map in LE, it crashes, at the
bottem it seems to crash while loading the textures and don't understand why, i tried replacing
them with alternate ones and even taking the textures off my model, but it still seems to try to load
the textures...and crashes lol

Thanks for any help!

Subject: Re: Back to LE, model issue
Posted by Jerad2142 on Wed, 28 Feb 2007 15:27:27 GMT
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Name is probably to long.

Subject: Re: Back to LE, model issue
Posted by R315r4z0r on Wed, 28 Feb 2007 20:29:29 GMT
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No, if it was a name error, level edit wouldn't crash, it would just attempt to load the model but
after it finishes, the model wouldn't show up on the screen.

Subject: Re: Back to LE, model issue
Posted by Jerad2142 on Wed, 28 Feb 2007 21:39:26 GMT
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razorblade001 wrote on Wed, 28 February 2007 13:29No, if it was a name error, level edit
wouldn't crash, it would just attempt to load the model but after it finishes, the model wouldn't
show up on the screen.
That only happens with jonwil's level editor, the original will crash if it can't find the w3d file.