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Subject: Failed to Export

Posted by [Altzan](#) on Sat, 20 Dec 2008 02:23:40 GMT

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I boned a model of a warthog I found on TurboSquid, and went to export it. I am familiar with the process, yet it always hangs up on "Processing v\_wheel4". Anyone know why gmax would just halt in the export process? (I assume it is proper to export as 'heirarchial model').

#### File Attachments

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1) [warthog.rar](#), downloaded 160 times

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Subject: Re: Failed to Export

Posted by [Gen\\_Blacky](#) on Sat, 20 Dec 2008 02:40:52 GMT

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it exports fine but it is way to may ploys crashed w3d viewer

Ploys = 88,304

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Subject: Re: Failed to Export

Posted by [Altzan](#) on Sat, 20 Dec 2008 03:04:30 GMT

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I wonder why mine's being picky all of a sudden...

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Subject: Re: Failed to Export

Posted by [Altzan](#) on Sat, 20 Dec 2008 03:44:51 GMT

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Is it OK with you to send back the W3D? I know it has a high poly count but I would like to mess with it in LevelEdit.

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Subject: Re: Failed to Export

Posted by [Gen\\_Blacky](#) on Sat, 20 Dec 2008 04:02:07 GMT

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you cant its to high poly it will crash renegade if it crashes w3d viewer

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Subject: Re: Failed to Export

Posted by [Altzan](#) on Sat, 20 Dec 2008 04:53:13 GMT

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oh, ok then  
Thanks anyway.

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Subject: Re: Failed to Export  
Posted by [Altzan](#) on Sun, 21 Dec 2008 05:01:45 GMT  
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What would be the limit to poly's for vehicles? I have some other models but I don't want to bone them if they're too high.

Monster Truck - 2563  
A90-53 - 2552  
type1 - 2892  
jeep1 - 2032  
Basilisk - 16969 (too much)

those names are filenames of the models I have.

Thanks

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Subject: Re: Failed to Export  
Posted by [Gen\\_Blacky](#) on Sun, 21 Dec 2008 08:53:55 GMT  
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Im not sure what a good poly limit for vehicles but 3,000 is okay for vehicles now days because people have better computer. renegade can handle a lot of polys but the mesh has to be broken up in parts. There is a topic about this somewhere.

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