Subject: w3dviwer error
Posted by Gen_Blacky on Mon, 19 Jan 2009 05:24:59 GMT

I keep trying to load this model in w3dviwer and it crashes i don't know if the model is corrupt or what i exported it several time with different settings and still wont open.
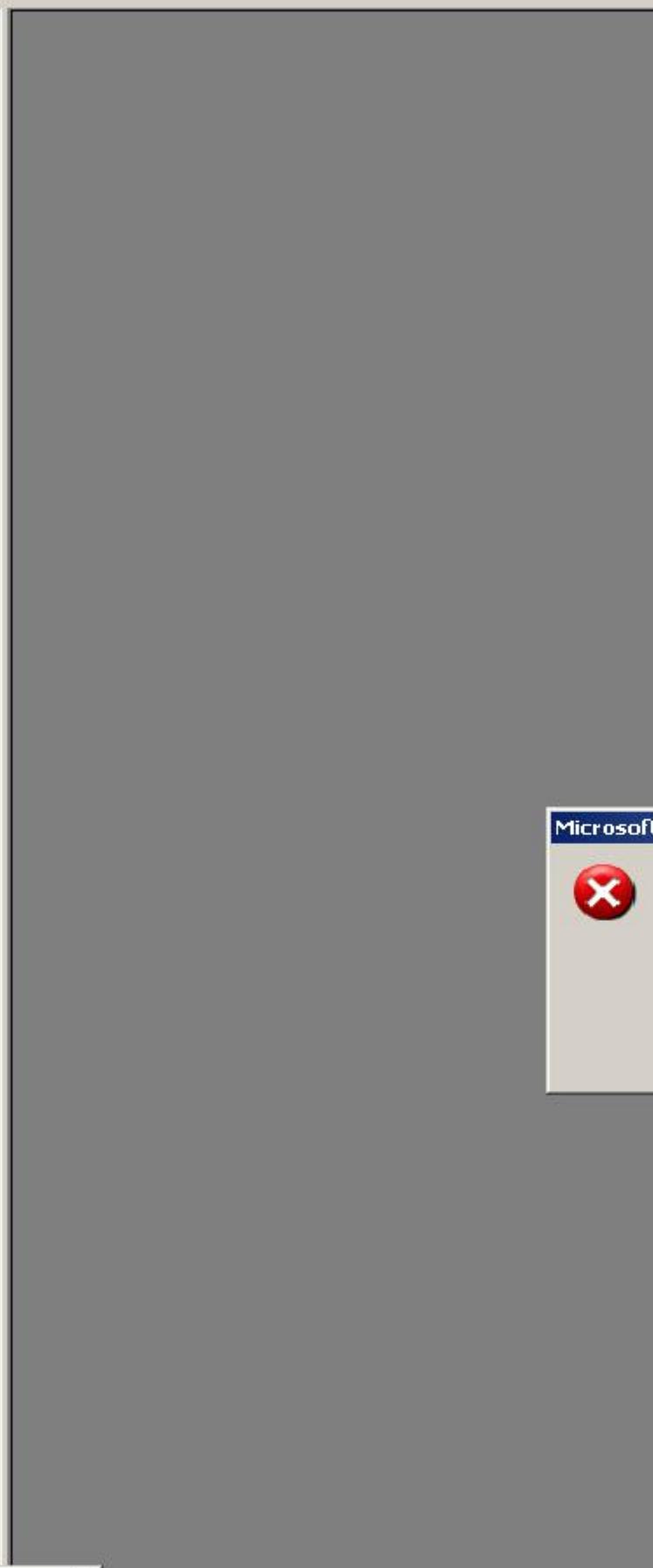
File Attachments
1) error.JPG, downloaded 422 times

File   View   Object   Emitters   Primitives   Sound   Hierarchy   Lighting   Camera   Background   Movie   Help

- Materials
- Mesh
- Hierarchy
  - VDX_NOD_FLAME
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds

Microsoft

Object controls

Subject: Re: w3dviwer error
Posted by danpaul88 on Mon, 19 Jan 2009 08:54:36 GMT
View Forum Message <> Reply to Message

Some W3D files in the always.dat use an older version of the W3D file format and cannot be opened in W3D viewer, or so I recall someone telling me a while back. From what I recall of that conversation the engine itself (and therefore presumably LevelEdit) can still load them, but the viewer cannot.

Don't take this as gospel though, this is just a partially remembered conversation from over a year ago

---

Subject: Re: w3dviwer error
Posted by Gen_Blacky on Mon, 19 Jan 2009 09:44:04 GMT
View Forum Message <> Reply to Message

its not in the always.dat I made it

Subject: Re: w3dviwer error
Posted by Slave on Mon, 19 Jan 2009 19:56:20 GMT
View Forum Message <> Reply to Message

Had the same issue with Arctic. You can load the model, but once a certain mesh gets into view, the error shows up. It works fine ingame though.

What you could try is somehow going through the list of meshes, to see wich one fubars up.