
Subject: Havoc model crashing ren
Posted by [nope.avi](#) on Sat, 04 Jul 2009 02:51:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, So I got my character boned and everything and followed this tutorial to the very last detail in exporting and the like, but everytime I load up multiplayer internet and start my own server when I would normally see a havoc (eg: out in field or when I buy one), it would crash my game and in multiplayer practice it just crashes completely on loading the map. Has this happened to anyone before? help

Subject: Re: Havoc model crashing ren
Posted by [Di3HardNL](#) on Sat, 04 Jul 2009 06:28:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

You did something wrong with the exporting or it has to many poly's.

Subject: Re: Havoc model crashing ren
Posted by [Reaver11](#) on Sat, 04 Jul 2009 09:29:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it is overpolyied. You should have around 5000 triangles max! (Triangles are editable meshes, Renegade doesnt use editable polys)

Subject: Re: Havoc model crashing ren
Posted by [nope.avi](#) on Sat, 04 Jul 2009 16:41:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

So is there a way to remove some triangles or is my guy screwed?

Here's is the character if that helps

File Attachments

1) [character.rar](#), downloaded 147 times
