did you make the w3d's or are they extracted ww ones?some of the ww ones will crash viewer -- don't know why. ("steath struggle" and "raveshaw insane" come to mind)but - if yours is crashing it - make sure you have the same number of passes on the meshes.your textures should be tga - and some people have reported problems with 32 bit (i havent though)but - try to remove your textures and see if it will load without them.