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Subject: HELP: W3D Viewer & Leveldit Crash

Posted by [Anonymous](#) on Tue, 07 Jan 2003 13:00:00 GMT

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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 "raveslaw 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.

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