

---

Subject: Major Level Edit issue

Posted by [Blazea58](#) on Mon, 13 Sep 2004 11:15:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lol i had the same problem with the Death rally map for renegade i made. The track alone was about 15,000 pollygons, and i kept trying to export it and it would crash all the time. Then later on i tried to detach the track into 9 seperate peices and it worked perfectly. For me i guess it was that my computer couldnt load that many polygons at once lol.

Good that you figured it out though.

---