
Subject: Re: texturing problem...

Posted by [Jerad2142](#) on Mon, 09 Oct 2006 13:26:39 GMT

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I have found in the past that level editor will crash if it can not find .w3d files, in the directory (EX. the CnC GDI APC "v_gdi_apc_m" is located in the always2.dat [this file is created with renegade's final patch] but when level editor tries to load it from "vehicles\gdi apc\v_gdi_apc_m.w3d" it can not find it because it is looking in the always.dat instead of always2.dat and so it crashes).

Also it will also crash if one mesh is to complex, the easiest way to see if this is the cause is to open the .w3d file (in W3D Viewer) open the objects Hierarchy and click on the object. IF it crashes chances are that one of the meshes is to complex. Then all you would have to do is open the Mesh category and open each mesh one by one, until one crashes it. The one it crashes on will be the one that is to complex. To correct this you could either divide the mesh into multiple meshes or optimize it. The only problem is that you will have to redo the vertex paint on the mesh(es).
