

---

Subject: Re: w3dviwer error

Posted by [Slave](#) on Mon, 19 Jan 2009 19:56:20 GMT

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

---

Had the same issue with Arctic. You can load the model, but once a certain mesh gets into view, the error shows up. It works fine ingame though.

What you could try is somehow going through the list of meshes, to see wich one fubars up.

---