Subject: Re: gmax scene importing error in level edit
Posted by EKT-Repair on Sat, 16 May 2009 03:13:54 GMT
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Di3HardNL wrote on Fri, 15 May 2009 10:33Yea I guess these are way to much polys. LE (or your pc while running LE) can't handle that.

Exactly. I just wanted to test how large I could make the volcano. Waaaaaaaaaaaayyyyyyyy toooo large and a computer that can't handle such large objects. Was gonna break it up in separate objects afterwards to add more detail, but since it was a test, couldnt be bothered.

Thanks anyway for your replies guys.

Regards