
Subject: Vehicle Crashes LE + W3D viewer
Posted by [escelade3](#) on Tue, 29 Jul 2014 13:17:47 GMT
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So i've been trying to get a vehicle set up and I have followed all the steps for bones and world boxes and such. When I try and view the model in the W3D viewer or create it in LE it crashes. I have a 2 frame animation for the wheels going up and down. It crashes as both a heirarchical model and an animated heirarchical model.

Any thoughts? Here is what I get from the export from Max

Saving Hierarchy Tree V_JEEP.

Node Count: 9

Nodes:

- ROOTTRANSFORM
- WHEELP01SE
- WHEELC01SE
- WHEELP02SE
- WHEELC02SE
- WHEELP03E
- WHEELC03E
- WHEELP04E
- WHEELC04E

Initializing Capture....

Extracting 2 frames of animation from Max

Extraction Complete.

Begin Save Motion Data

Save Header Type: Non-Compressed.

Saving Channel Data for 9 Nodes

- node: 0
- node: 1
- node: 2
- node: 3
- node: 4
- node: 5
- node: 6
- node: 7 z
- node: 8

Save Channel Data Complete.

Destroy Log..1,2,3,4, go..

Processing Mesh: V_CHASSIS

any thoughts?
