Subject: Major Level Edit issue
Posted by icedog90 on Mon, 13 Sep 2004 00:18:25 GMT
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After working on a level for SWMOD for a few days, all of the sudden Level Edit kept crashing every time I opened the level. I found out that it was the alpha blend by removing it from the material editor, in fact, when I would just turn off Alpha Blend in the "Shader" tab it wouldn't crash.

I've tried everything... I tried resetting the material editor, I tried merging the level into a test level that worked with alpha blending, I tried reinstalling Level Edit, I tried removing everything in the level except the terrain itself, I tried saving it as a different name, I tried importing it into Level Edit as a different name, I tried resetting all of the texture modifiers in Gmax, and the only thing that would work was reverting to an older saved file of the level and applying alpha blend to it. After that I went up every saved Gmax file, testing alpha blend on them, and as soon as I reached the first save I made today, it would crashed Level Edit again. It seems that every save I made in Gmax today somehow doesn't work in Level Edit with alpha blend on.

If anyone would like me to describe how Level Edit crashes, it either gives me a memory error or just closes. And yes, I have plenty of memory.

For my 1.5 years of Renegade level making I have NEVER come across a problem like this.

Can anyone please help me? I wouldn't like to know that I've wasted four hours today.

Subject: Major Level Edit issue
Posted by Sir Kane on Mon, 13 Sep 2004 02:42:20 GMT
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Looks like the sunday bug returns, lol.

Subject: Major Level Edit issue
Posted by icedog90 on Mon, 13 Sep 2004 02:54:07 GMT
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This was weirder than I thought. DeathAX helped me figure this out while you guys were sleeping (:rolleyes:) and the only solution was detaching the terrain in half, which has absolutely nothing to do with the alpha blend, it worked anyway. It still makes zero sense, and I still would like to know why the hell it does this.

Subject: Major Level Edit issue
Posted by Aircraftkiller on Mon, 13 Sep 2004 03:20:39 GMT
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Too many polygons for alpha blending to work right. Fucks up your video card. Use alpha blending with a minimum of polygons. That's my guess at the least, I break up my geometry into individual geometric pieces so I don't get issues like that at all.

Subject: Major Level Edit issue
Posted by icedog90 on Mon, 13 Sep 2004 04:20:28 GMT
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That's what I started to think. I guess you can't get away with not detaching hills and other areas of the level. I thought it'd save me a lot of time, but I was wrong.

Thanks for the help.

Subject: Major Level Edit issue
Posted by Blazea58 on Mon, 13 Sep 2004 11:15:57 GMT
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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.

Subject: Major Level Edit issue
Posted by warranto on Mon, 13 Sep 2004 12:47:10 GMT
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Gasp! Aircraftkiller helped someone without flaming him?!?!? The world is going to end!

Subject: Major Level Edit issue
Posted by WNxCABAL on Mon, 13 Sep 2004 21:25:35 GMT
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