
Subject: "Internal Application Error" (fixed - map info inside)

Posted by [Naamloos](#) on Sat, 24 Dec 2005 15:51:31 GMT

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I am working on a new map, but when I export it and wan't to look at the map in W3D viewer I get an "Internal Application Error".

Is anyone able to tell me how I can fix this? And can poly count have anything to do with this?

Edit: I found that 1 part of the terrain makes W3D viewer crash, and it happens to be the largest part of the map. Anyone got any idea's on fixing it without changing the looks of the terrain?

If not, then I wasted 24+ hours

Edit2: I don't know if it will change anything, but here is some info about the bad terrain part:

Processing Mesh: MAIN
triangle count: 26091
final vertex count: 16002
vertex/triangle ratio: 0,613315
strip count: 3559
average strip length: 7,329868
longest strip: 87

Subject: Re: W3D viewer "Internal Application Error"

Posted by [Spice](#) on Sat, 24 Dec 2005 18:53:10 GMT

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If the terrain has an alpha blend you need to break it up into smaller sections. That should fix your problem.

Subject: Re: W3D viewer "Internal Application Error"

Posted by [Naamloos](#) on Sun, 25 Dec 2005 00:12:50 GMT

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I cut it up a bit more and it seemed to work. It wasn't textured yet though.

Anyway, I just finished most of the texturing so here are some W.I.P. screens.

<http://www.n00bstories.com/image.fetch.php?id=1169067651>

<http://www.n00bstories.com/image.fetch.php?id=1040952017>

Yes I noticed the strange texture bugs near the bases, but I couldn't find any beter textures. If anyone knows where I can get some decent snow/ice textures, please tell me.

I am still going to add a tunnel complex which will work a bit differently then on normal renegade maps. But I'll tell more about that later.

Suggestions welcome.
