
Subject: HELP: W3D Viewer & Leveldit Crash
Posted by [Anonymous](#) on Tue, 07 Jan 2003 13:00:00 GMT
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did you make the w3d's or are they extracted ww ones?some of the ww ones will crash viewer -- don't know why. ("steath struggle" and "raveshaw insane" come to mind)but - if yours is crashing it - make sure you have the same number of passes on the meshes.your textures should be tga - and some people have reported problems with 32 bit (i havent though)but - try to remove your textures and see if it will load without them.

Subject: HELP: W3D Viewer & Leveldit Crash
Posted by [Anonymous](#) on Tue, 07 Jan 2003 14:04:00 GMT
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Its a level i ahve eported.How I remove texture from an object?

Subject: HELP: W3D Viewer & Leveldit Crash
Posted by [Anonymous](#) on Tue, 07 Jan 2003 19:23:00 GMT
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object?hmm - in gmax...good rule of thumb -- always make the models first - before texturing - and import them -- if you screw up the texture or mesh - it makes it harder to track the problem,sometimes if you delete the level and remake it - then re-import - your problem "may" go away.depends what it is...sorry cant be more of a help - but save often if you choose to mod Renegade... (and use the autosave/auto-renumber - it's saved my butt more than once)

Subject: HELP: W3D Viewer & Leveldit Crash
Posted by [Anonymous](#) on Tue, 07 Jan 2003 21:51:00 GMT
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if u want to remove the texture but keep it in texture liste:#1 select your object#2 go to material editor#3 create a new one then press the "apply to object" button#4 press the "delete material" button (the one who look like a "X"

Subject: HELP: W3D Viewer & Leveldit Crash
Posted by [Anonymous](#) on Wed, 08 Jan 2003 00:56:00 GMT
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If i try to open a W3D in the Viewer or the Leveleditor it crashes. I've added the error log.Thant don't happend on evrey file just on some W3D's but i can't see why.PLZ help. code:*----> Details <----*Command line: E:\PROGRA~1\RENEGA~1\W3DVIEW\W3DVIEW.EXE

```

"E:\Programme\RenegadePublicTools\Recourcen\776z.W3D"Trap 0e 0000 - Invalid page
faulteax=00000100 ebx=00000008 ecx=00564bed edx=00000001 esi=00564be8
edi=00000000eip=004c55ea esp=01cdff1c ebp=00000000 -- -- -- nv up EI pl nz na po
nccs=016f ss=0177 ds=0177 es=0177 fs=41df
gs=0000W3DVIEW.EXE:.text+0xc45ea:>016f:004c55ea 8b7500 mov esi,dword ptr
[ebp] sel type base lim/bot ---- ---- ----- -----cs 016f r-x- 00000000 ffffffffss 0177 rw-e
00000000 000097a0ds 0177 rw-e 00000000 000097a0es 0177 rw-e 00000000 000097a0fs 41df
----gs 0000 ----- stack summary --0177:00000000 016f:004c55ea W3DVIEW.EXE:.text+0xc45ea
(053b0016,00700465,00700465,f000ff54,
f0008008,f000ef6f,d2000000,053b0028)-- stack trace --0177:00000000 016f:004c55ea
W3DVIEW.EXE:.text+0xc45ea (053b0016,00700465,00700465,f000ff54,
f0008008,f000ef6f,d2000000,053b0028) 016f:004c55da 33ff xor edi,edi
016f:004c55dc 85d2 test edx,edx 016f:004c55de 0f8e87000000 jle 004c566b =
W3DVIEW.EXE:.text+0xc466b 016f:004c55e4 8b2d2cce5700 mov ebp,dword ptr
[0057ce2c]W3DVIEW.EXE:.text+0xc45ea:*016f:004c55ea 8b7500 mov esi,dword ptr
[ebp] 016f:004c55ed 8b442418 mov eax,dword ptr [esp+18] 016f:004c55f1 8a18
mov bl,byte ptr [eax] 016f:004c55f3 8acb mov cl,bl 016f:004c55f5 3a1e
cmp bl,byte ptr [esi] 016f:004c55f7 751c jnz 004c5615 =
W3DVIEW.EXE:.text+0xc4615 016f:004c55f9 84c9 test cl,cl 016f:004c55fb 7414
jz 004c5611 = W3DVIEW.EXE:.text+0xc4611 016f:004c55fd 8a5801 mov
bl,byte ptr [eax+01] 016f:004c5600 8acb mov cl,bl 016f:004c5602 3a5e01
cmp bl,byte ptr [esi+01] 016f:004c5605 750e jnz 004c5615 =
W3DVIEW.EXE:.text+0xc4615 016f:004c5607 83c002 add eax,+02 016f:004c560a
83c602 add esi,+02 016f:004c560d 84c9 test cl,cl 016f:004c560f 75e0
jnz 004c55f1 = W3DVIEW.EXE:.text+0xc45f1 016f:004c5611 33c0 xor eax,eax
016f:004c5613 eb05 jmp 004c561a = W3DVIEW.EXE:.text+0xc461a 016f:004c5615
1bc0 sbb eax,eax 016f:004c5617 83d8ff sbb eax,-01 016f:004c561a 85c0
test eax,eax 016f:004c561c 740d jz 004c562b =
W3DVIEW.EXE:.text+0xc462b 016f:004c561e 47 inc edi 016f:004c561f 83c504
add ebp,+04 016f:004c5622 3bfa cmp edi,edx 016f:004c5624 7cc4 jl
004c55ea = W3DVIEW.EXE:.text+0xc45ea 016f:004c5626 5f pop edi
016f:004c5627 5e pop esi 016f:004c5628 5d pop ebp 016f:004c5629
5b ?db 5b 016f:004c562a page not present----- stack dump --

```

Subject: HELP: W3D Viewer & Leveldit Crash
 Posted by [Anonymous](#) on Wed, 08 Jan 2003 02:31:00 GMT
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quote:Originally posted by Zeelich:I have a crash with LevelEditor too. After selecting my MOD, it gets as far as 'Initializing Render Device' and than crashes.I'm running in Win98 with a Voodoo3 2000 card.I'm going to try installing the latest DirectX (I'm currently using 8.1b I think), but is there anything else I can try?Remember, it's a mod or a modification, not a MOD.

Subject: HELP: W3D Viewer & Leveldit Crash
 Posted by [Anonymous](#) on Wed, 08 Jan 2003 02:34:00 GMT

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quote:I have a crash with LevelEditor too. After selecting my MOD, it gets as far as 'Initializing Render Device' and than crashes.I'm running in Win98 with a Voodoo3 2000 card. If I remember correctly, Voodoo3s aren't DirectX 8 compliant, so you're going to have trouble using it.

Subject: HELP: W3D Viewer & Leveldit Crash
Posted by [Anonymous](#) on Wed, 08 Jan 2003 02:48:00 GMT
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I've been calling mod's, MOD's for years, I'm not going to stop now. So, it's my Voodoo card that is the problem? Typical.Thanks.

Subject: HELP: W3D Viewer & Leveldit Crash
Posted by [Anonymous](#) on Wed, 08 Jan 2003 12:40:00 GMT
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I have a crash with LevelEditor too. After selecting my MOD, it gets as far as 'Initializing Render Device' and than crashes.I'm running in Win98 with a Voodoo3 2000 card.I'm going to try installing the latest DirectX (I'm currently using 8.1b I think), but is there anything else I can try? [January 08, 2003, 00:54: Message edited by: Zeelich]
