Subject: Export problem
Posted by Anonymous on Sat, 22 Feb 2003 09:54:00 GMT
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I'm making a building in my map, and I want to export it but when I try to export it, it says an error at 58\% while exporting..anyone know of this problem?

Subject: Export problem
Posted by Anonymous on Sat, 22 Feb 2003 10:58:00 GMT
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hmm, i do a bit of tech support at my work and i like to hang up on people like you, then walk over to there desk, and hit them on the head.. WHAT DOES THE ERROR SAY!!!!!

Subject: Export problem
Posted by Anonymous on Sat, 22 Feb 2003 11:10:00 GMT
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I know Gmax can be a pain sometimes but i don't think i have ever seen it geive an unexplained error. When it stops the exporting process there should be a message giving a reason why it did, for example "error exporting W3D, dulpicate object 'ref#piston'". I'd be suprised if it didn't give a reason, the error messages normally tell you whats happened and why it can't continue.On the otherhand it could be an application error such as illegal operation or WinXP crash dialog, then the problem may be more complex.

Subject: Export problem
Posted by Anonymous on Sat, 22 Feb 2003 15:06:00 GMT
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all it pretty much says is error. An error has occured and the application will now close. would you like to try and save?but problem solved, I just didn't attach all the stuff together.. guess it errors when you do..