
Subject: HAM crashes ingame
Posted by [r34ch](#) on Mon, 18 Feb 2008 11:47:42 GMT
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Hi,

I've been making a destroyable object but every time i put it in a map the game crashes at load.

It works fine in renX when i play it.

It plays ok in W3D viewer (except i cant see its texture there)

It loads Ok in LE from what i gather too (i can see it at least)

I've made a building controller for it as well, but haven't bothered sticking it in as it seems that the animated model crashes with or without it anyway

I removed the damage aggregates because i thought they caused it, but no joy.

What is the best method of importing Animated models into LE and then into maps? I think i may be naming the parts wrong in renX or setting it up wrong in LE but i don't know what the naming conventions are.

Does anyone have any ideas or guidance? Its just a simple destroyable model, not a building or anything

Any help much appreciated, r34ch

Subject: Re: HAM crashes ingame
Posted by [mr£Ä\\$Ä-z](#) on Mon, 18 Feb 2008 14:18:31 GMT
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make sure you gave the object a Explosion

Subject: Re: HAM crashes ingame
Posted by [r34ch](#) on Tue, 19 Feb 2008 16:15:44 GMT
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uhh ok, i didn't realise the object had to have an emitter to work at all never mind specifically an explosion one...

Subject: Re: HAM crashes ingame
Posted by [GEORGE ZIMMER](#) on Tue, 19 Feb 2008 16:55:16 GMT
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I can't help too much here but try getting XCC mixer/RenegadeEx to open up always.dat, and try

to find what various objects like yours are called. There may be a special way of naming them, as I know vehicles use v_<name>.w3d, etc.

You may also be exporting it wrong. I know that you have to export animated models like that a specific way... While I don't know how to do it exactly, you could try looking up various tutorials on renhelp.net. Even ones not related to what you're doing exactly may help, as I'm pretty sure there's a few tutorials related to animated objects and the like.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=5>

You don't have to file that tutorial step by step of course because you're not exactly making a door I don't think, but yeah.

Subject: Re: HAM crashes ingame

Posted by [mr£\\$Ä.z](#) on Tue, 19 Feb 2008 17:04:45 GMT

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add in LE a explosion to the preset "with the new model, animation) an try it

Subject: Re: HAM crashes ingame

Posted by [cnc95fan](#) on Tue, 19 Feb 2008 18:25:17 GMT

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None of our working vehicles use V_(namehere), just simply "Harvester" "Assaultnk" etc..
