
Subject: Assertion Failed

Posted by [LR01](#) on Tue, 15 Apr 2008 13:27:26 GMT

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Well,

lol, the error is like I have to look up in the code and go to line 2537

Subject: Re: Assertion Failed

Posted by [danpaul88](#) on Tue, 15 Apr 2008 15:20:39 GMT

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Ah, so this error occurred when you installed the pancake into the floppy disk drive and attempted to read it using the DVD drive on the network attached storage interface?

Yes, the above scenario is complete rubbish, but for all we know that's what you did to generate that error. Tell us what you were doing when the error occurred and maybe someone will be able to help you with it.

Subject: Re: Assertion Failed

Posted by [LR01](#) on Tue, 15 Apr 2008 16:42:43 GMT

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Well, Renx crashes some times when I'm busy with materials.

Putting more 2 textures on 1 mesh, while doing that I got the error, then I mean detaching terrain, adding 2 pass texture, and attach it. Renx crashes a lot then, even sometimes when I save well, save it in lots of separate file's, I just picked 1 that I saved some minutes ago
Not much to do on, since Renx has its bugs

I now more like to know, why my proxy doesn't move in LE, when I move in Renx, it just keep showing up on the same place while the other changes are made

Subject: Re: Assertion Failed

Posted by [danpaul88](#) on Tue, 15 Apr 2008 20:24:25 GMT

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You have to delete and re-create the mesh in order for proxy positions to update normally. Also if the proxies are calling presets in the Terrain tree, those ALWAYS spawn at 0,0,0 no matter where the actual proxy is located.

Subject: Re: Assertion Failed

Posted by [LR01](#) on Wed, 16 Apr 2008 13:42:41 GMT

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yep, that did it, ty
worked with proxies before, but didn't know that
