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Subject: Vehicle Crashes LE + W3D viewer  
Posted by [escelade3](#) on Tue, 29 Jul 2014 13:17:47 GMT  
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So i've been trying to get a vehicle set up and I have followed all the steps for bones and world boxes and such. When I try and view the model in the W3D viewer or create it in LE it crashes. I have a 2 frame animation for the wheels going up and down. It crashes as both a heirarchical model and an animated heirarchical model.

Any thoughts? Here is what I get from the export from Max

Saving Hierarchy Tree V\_JEEP.

Node Count: 9

Nodes:

- ROOTTRANSFORM
- WHEELP01SE
- WHEELC01SE
- WHEELP02SE
- WHEELC02SE
- WHEELP03E
- WHEELC03E
- WHEELP04E
- WHEELC04E

Initializing Capture....

Extracting 2 frames of animation from Max

Extraction Complete.

Begin Save Motion Data

Save Header Type: Non-Compressed.

Saving Channel Data for 9 Nodes

node: 0

node: 1

node: 2

node: 3

node: 4

node: 5

node: 6

node: 7 z

node: 8

Save Channel Data Complete.

Destroy Log..1,2,3,4, go..

Processing Mesh: V\_CHASSIS

any thoughts?

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Subject: Re: Vehicle Crashes LE + W3D viewer  
Posted by [jonwil](#) on Tue, 29 Jul 2014 13:23:52 GMT  
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If you give me the w3d file (e.g. send it to me in PM) I can look at why it might be crashing.

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Subject: Re: Vehicle Crashes LE + W3D viewer  
Posted by [escelade3](#) on Fri, 01 Aug 2014 13:29:32 GMT  
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That was it JW, it was too high poly.

Now I am having an issue with the worldbox, I have all the settings right for export and it is in the right spot with just a bit of the vehicle hanging out on each side. Now when I load my vehicle in game it won't move, you can get in and the front tires turn left and right and it makes the noise like its moving (screeching tires) I tried putting the vehicle at different heights and it sometimes just floats in the air, it looks like the world box isn't the size of the one i exported but it is just a perfect square in the vehicle so it causes it to float up on it with the wheels off the ground. Also it isn't long enough to fit the vehicle so you can go inside the vehicle until you hit the world box.

Basically the world box isn't the size that I made it in Max and it is causing it to float and allow you to go inside parts of the vehicle.

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Subject: Re: Vehicle Crashes LE + W3D viewer  
Posted by [escelade3](#) on Fri, 01 Aug 2014 13:43:00 GMT  
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Figured it out, forgot to change the Worldbox settings to OBBox. Fixed it now

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