Subject: Renx error...
Posted by blaxsaw on Sat, 31 May 2003 15:07:24 GMT
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When saving my work in renx it came up with the error below. I had to close renx down and restart it. My work saved fine and i haven't come acros the error since. Has anyone here had this error before? Im not sure exactly what caused the error either. Hopefully it wont cause problems later on.

Assertion Failed In file ''bitarray.cpp''
Line: 127

Please reply if you know what caused this error

Subject: Renx error...
Posted by General Havoc on Sat, 31 May 2003 21:39:58 GMT
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Yeah i had that once, it was after using the W3D importer, although i would have though any plugin would have caused it. The name probably can be used to find what plugin it was. The CPP file is a "C Plus Plus" file, but the error could have been caused by anything, nothing much to worry about unless it keeps re-occuirng.

_General Havoc

Subject: Renx error...
Posted by blaxsaw on Sat, 31 May 2003 21:47:58 GMT
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Thanks for reply. Although i hadn't been using the w3d importer, I had been using the md3 exporter. I use the exporter on its own rather than in Tempest game pack. That probably caused the error then.

Subject: Renx error...
Posted by xpontius on Sun, 01 Jun 2003 05:40:26 GMT
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One of my map files was kinda corrupted or something happened to it in RenX and whenever i try to open it it "failed to open" the file and leaves me at that   Anyone got that either?

Subject: Renx error...

Posted by blaxsaw on Sun, 01 Jun 2003 11:40:42 GMT

i had that error when loading a high polygon model i made. I guess that the model did not save properly because my comp was running so slow when i made it. Strangely though i managed to open it without any problems a while ago.