
Subject: Strange Export Problem

Posted by [Sanada78](#) on Wed, 24 Sep 2003 02:01:59 GMT

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Recently, I've started to have this problem when I export my map. When it's exporting (with list showing what's exporting). It juts stops on certain meshes and a error appears in RenX saying something like "An error has occurred and RenX now has to close" etc. When I remove these meshes, it will export okay. the strange thing is that every time I removed a object it crashed on, it would crash on the next object (in what ever order it exports meshes in). If I remove that object, it crashes on the next one. In the end, I just removed a load of objects that come after the one that it initially crashed on, and it worked so I don't know which object it would've worked okay from. For all I know, It could go on for about one hundred objects until it worked. Before, it exported these objects fine with no problems before.

Subject: Strange Export Problem

Posted by [Titan1x77](#) on Wed, 24 Sep 2003 02:10:28 GMT

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just need to go on process of elimanation....had this problem a couple of times.

1 obeject at a time...youll find the problem object.

Subject: Strange Export Problem

Posted by [Sanada78](#) on Wed, 24 Sep 2003 02:44:45 GMT

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AH! I found it. It was a mutl-pass material that seems to have gone wrong, I'll have to redo it some how. I was afraid my map would never export properly again.

I'm so pleased now.
