Subject: "Internal Application Error" (fixed - map info inside)
Posted by Naamloos on Sat, 24 Dec 2005 15:51:31 GMT
View Forum Message <> Reply to Message

I am working on a new map, but when I export it and wan't to look at the map in W3D viewer I get an "Internal Application Error".

Is anyone able to tell me how I can fix this? And can poly count have anything to do with this?

Edit: I found that 1 part of the terrain makes W3D viewer crash, and it happens to be the largest part of the map. Anyone got any idea's on fixing it without changing the looks of the terrain?

If not, then I wasted 24+ hours

Edit2: I don't know if it will change anything, but here is some info about the bad terrain part:

Processing Mesh: MAIN
 triangle count: 26091
 final vertex count: 16002
 vertex/triangle ratio: 0,613315
 strip count: 3559
 average strip length: 7,329868
 longest strip: 87