Subject: W3D Application Error?
Posted by Spice on Thu, 10 Jun 2004 02:25:52 GMT

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Check for corrupted meshes. There can be a number of problems. The most common Ive had is i deleted all the vertices in a mesh and then didnt delete the object itself. If its not a corupted mesh. Bring up your object list (K in gmax , not sure about 3dsmax) and select each object and freeze the oens that arnt corrupted. You will surely find a corupted mesh. Also if you attached 2 objects with different colision properties may cause that awell.