
Subject: Previously unknown LE glitch
Posted by [htmlgod](#) on Wed, 12 May 2004 23:58:15 GMT
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Hey guys, just wanted to drop by and let you know about a LevelEdit glitch I just discovered. It occurs when you have filenames over 15 characters for your w3d models. Like GMAX's w3d exporter, only the first 15 characters of the name are recognized when you open the model in LevelEdit. In this case I was using a model whose meshes all had names under 15 characters, but whose model name was over 15 characters. The model name was door2_finances_rebel.w3d, so the characters of the name that it read were "door2_finances_" ending on the underscore in the name, which prevented the program from accessing the file.

Kind of complex, but perhaps others have had a similar problem, so hopefully this will be of use to some of you.

Subject: Previously unknown LE glitch
Posted by [Aircraftkiller](#) on Thu, 13 May 2004 00:03:10 GMT
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W3D is only programmed for filenames at, or under 15 characters. The reason it didn't work properly is because you were attempting to make it do something that it isn't made to do.

Try reading the W3D tutorials sometime.

Subject: Previously unknown LE glitch
Posted by [htmlgod](#) on Thu, 13 May 2004 00:09:43 GMT
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Well for those of us who don't read ever piece of boring and usually unhelpful documentation available, this might be of use.

Subject: Previously unknown LE glitch
Posted by [Cpo64](#) on Thu, 13 May 2004 00:27:10 GMT
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Its not a glitch, its a limiation.

Subject: Previously unknown LE glitch
Posted by [laeubi](#) on Fri, 14 May 2004 08:31:20 GMT
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Cpo64Its not a glitch, its a limiation.

And it isn't new
