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Subject: W3D Application Error?  
Posted by [Genocide](#) on Thu, 10 Jun 2004 01:47:42 GMT  
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I got this after i exported and opened the map into W3D Viewer and i don't know if any of you have the same problem or know how to fix it.

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Subject: W3D Application Error?  
Posted by [Drkpwn3r](#) on Thu, 10 Jun 2004 02:07:47 GMT  
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o0o0o0o0o...I had that happen when my friend sent me his map which he got a similar error from. In gMax, see if there are any hidden objects & then try. I hope that fixes it for you

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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 corrupted 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 corrupted mesh. Also if you attached 2 objects with different colision properties may cause that awell.

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Subject: W3D Application Error?  
Posted by [Genocide](#) on Fri, 11 Jun 2004 10:40:43 GMT  
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Nope, i still get this damn error. Perhaps its a memory thing?

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Subject: W3D Application Error?  
Posted by [YSLMuffins](#) on Fri, 11 Jun 2004 18:14:14 GMT  
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Can you load the model into the Commando editor?

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Subject: W3D Application Error?

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Posted by [Spice](#) on Fri, 11 Jun 2004 18:38:08 GMT

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GenocideNope, i still get this damn error. Perhaps its a memory thing?

Might be. I sent my my map to oblivion and it loaded on his computer fine. I got it backadn it still wouldnt work.

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Subject: W3D Application Error?

Posted by [Genocide](#) on Sat, 12 Jun 2004 07:04:00 GMT

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YSLMuffinsCan you load the model into the Commando editor?

Nope, it crashes Commando.

I cant export a map with MeshSmooth 1 Iteration on. (which i need)

EXDeath, yes that's what i did and same thing happened when it came back.

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Subject: W3D Application Error?

Posted by [PiMuRho](#) on Sat, 12 Jun 2004 07:33:16 GMT

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Collapse the stack before you export it.

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Subject: W3D Application Error?

Posted by [Drkpwn3r](#) on Sat, 12 Jun 2004 09:47:33 GMT

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PiMuRhoCollapse the stack before you export it.

Yea, I forgot to think about that one also, that used to be the biggest prob in some of my very limited release maps :rolleyes:

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Subject: W3D Application Error?

Posted by [Spice](#) on Sun, 13 Jun 2004 07:41:49 GMT

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GenocideYSLMuffinsCan you load the model into the Commando editor?

Nope, it crashes Commando.

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I cant export a map with MeshSmooth 1 Iteration on. (which i need)

EXDeath, yes that's what i did and same thing happened when it came back.

So it does work in LE one someones else's comp? If so , I think it would be better off remaking the map. You also could give them details instructions on how to do what you wanted in LE but that wouldnt work for me. I like to do it myself.

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Subject: W3D Application Error?

Posted by [Renardin6](#) on Sat, 18 Dec 2004 00:20:04 GMT

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w3d internal application error, can't start w3d viewer without a crash... wtf ??? HELP!

Fixed : I did a system restore.

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