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Subject: Commando crash on load of a w3d  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 11:11:00 GMT  
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Hey, I need help! Though I know Commando is full of errors, I have one that only happens while loading one of my w3d files, which just happens to be the terrain for my map. Anyone have this happen before? Did they find a solution, because I really don't want to backtrack to where ever the problem started.

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Subject: Commando crash on load of a w3d  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 11:40:00 GMT  
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That happens to me too, but I can't find a better solution, than go back to a previous copy of the GMAX file, then it works. Try to open the W3D in W3D-Viewer, if the Viewer crashes, it is a fault of the W3D and not the Commando.

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Subject: Commando crash on load of a w3d  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 00:27:00 GMT  
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Thanks... I guess... more work, yahoo...

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Subject: Commando crash on load of a w3d  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:01:00 GMT  
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Fixed it. Problem was too many polys. About 99000, was caused by the meshsmooth, on a mesh that had too many polys in the first place.

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