
Subject: runnin outa memory?

Posted by [Veyrdite](#) on Wed, 27 Dec 2006 06:22:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

i have tried (over and over again) to export this particular model i have made in gmax, but it keeps saying this in the export window:

Saving Hierarchy Tree HUT.

Node Count: 1

Nodes:

ROOTTRANSFORM

then stopping, i hear the standard windows warning sound, and hidden behind that window is another saying:

The application has run out of memory and now close.

do you want to say a copy of the current scene?

this has never happened before, and doesn't happen with anything else i export (present tence). i have tried exporting it before i had reinstalled gmax and renx (for other reasons) and now i still keep getting the same message.

any help?

Subject: Re: runnin outa memory?

Posted by [danpaul88](#) on Wed, 27 Dec 2006 12:16:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Maybe whatever you are exporting is too complex for your PC to handle...

Subject: Re: runnin outa memory?

Posted by [Jerad2142](#) on Thu, 28 Dec 2006 05:42:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Try breaking the object into multiple objects.

Subject: Re: runnin outa memory?

Posted by [R315r4z0r](#) on Thu, 28 Dec 2006 06:09:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

or get more RAM

Subject: Re: runnin outa memory?

Posted by [Veyrdite](#) on Fri, 29 Dec 2006 02:44:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

but i export other maps an other models with tonnes more polygons, textures, and passes.
how do i do it seperately and then join it back together?

Subject: Re: runnin outa memory?

Posted by [R315r4z0r](#) on Fri, 29 Dec 2006 04:29:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

select your mesh, then in file, go to "save selected"

Now delete what is selected that you just saved, then save the rest as something else. Export that.

Then open what you just saved, then export that.

In level editor, import both into their own terrains, then make both, and it should work.
