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Subject: Could someone test out my Havoc model?  
Posted by [Di3HardNL](#) on Thu, 06 Sep 2007 19:36:11 GMT  
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I had an Alien model, and i tried to replace that one for the Havoc model, exactly how Hero did it on the renhelp.net tutorial of how to make a character.  
But after i finished, and tried it out on renegade the game crashes when i buy a Havoc.  
I think its my pc, but it could be that i made a mistake in RenX

I would appreciate any help  
(i rared the file otherwise it would be to big) maybe thats the reason why renegade crashes, cause the file is to big ;O

#### File Attachments

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1) [c\\_ag\\_havoc.rar](#), downloaded 77 times

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Subject: Re: Could someone test out my Havoc model?  
Posted by [Scrin](#) on Thu, 06 Sep 2007 21:00:02 GMT  
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Di3HardNL wrote on Thu, 06 September 2007 14:36I had an Alien model, and i tried to replace that one for the Havoc model, exactly how Hero did it on the renhelp.net tutorial of how to make a character.  
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I would appreciate any help  
(i rared the file otherwise it would be to big) maybe thats the reason why renegade crashes, cause the file is to big ;O  
yes Mark my pc crashed too i think you make misstake with it i think some with bones.. cos i got some with beta med  
a yea and w3d veiwer crashed too when im trying look to parts...

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Subject: Re: Could someone test out my Havoc model?  
Posted by [mrÅ£Ä\\$Ä-z](#) on Fri, 07 Sep 2007 00:01:20 GMT  
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wich alien? are u working on a mod?

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Subject: Re: Could someone test out my Havoc model?  
Posted by [mrÅ£Ä\\$Ä-z](#) on Fri, 07 Sep 2007 00:07:19 GMT  
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Ps. It crash my game too. I im sure the Alien has a skin (DDS File) u need to put it in your

renegade data folder too!!!

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Subject: Re: Could someone test out my Havoc model?  
Posted by [Gen\\_Blacky](#) on Fri, 07 Sep 2007 03:20:58 GMT  
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a missing .dds would not crash your game ...

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Subject: Re: Could someone test out my Havoc model?  
Posted by [Genesis2001](#) on Fri, 07 Sep 2007 03:33:24 GMT  
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Gen\_Blacky wrote on Thu, 06 September 2007 21:20a missing .dds would not crash your game ...

True.

It would simply show the fugly WW logo all over the alien model.

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Subject: Re: Could someone test out my Havoc model?  
Posted by [Di3HardNL](#) on Fri, 07 Sep 2007 05:40:13 GMT  
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hmm i could try to just follow the tutorial again, and see how it turns out:) thanks for the help tho!

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Subject: Re: Could someone test out my Havoc model?  
Posted by [mr£ÄŞÄ-z](#) on Fri, 07 Sep 2007 12:26:13 GMT  
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Are u working on The Spartan Projekt?

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Subject: Re: Could someone test out my Havoc model?  
Posted by [Di3HardNL](#) on Fri, 07 Sep 2007 13:47:56 GMT  
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MadRockz wrote on Fri, 07 September 2007 07:26Are u working on The Spartan Projekt?  
No i'm just making mods on my own

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Subject: Re: Could someone test out my Havoc model?  
Posted by [Oblivion165](#) on Fri, 07 Sep 2007 17:24:37 GMT  
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I don't have any renegade related software installed at the moment, not even max to test my theory but my first instinct is that you have a bagillion more polys than the renegade engine can handle.

EDIT: Installed just w3d viewer and yup, 27,000 polys is WAY too much. Thats why its crashing everything.

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Subject: Re: Could someone test out my Havoc model?  
Posted by [Di3HardNL](#) on Sat, 08 Sep 2007 06:26:27 GMT  
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Oblivion165 wrote on Fri, 07 September 2007 12:24I don't have any renegade related software installed at the moment, not even max to test my theory but my first instinct is that you have a bagillion more polys than the renegade engine can handle.

EDIT: Installed just w3d viewer and yup, 27,000 polys is WAY too much. Thats why its crashing everything.

yeah i already thought that indeed, cause when i edited the Alien model (made the head smaller and legs bigger) so it would fit on the havoc model, i saw it created like a million poly's..

so i might have to get a other model

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