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Subject: HAM crashes ingame

Posted by [r34ch](#) on Mon, 18 Feb 2008 10:00:43 GMT

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Hi,

I've been making a destroyable object but every time i put it in a map the game crashes at load.

It works fine in renX when i play it.

It plays ok in W3D viewer (except i cant see its texture there)

It loads Ok in LE from what i gather too (i can see it at least)

I've made a building controller for it as well, but haven't bothered sticking it in as it seems that the animated model crashes with or without it anyway

I removed the damage aggregates because i thought they caused it, but no joy.

What is the best method of importing Animated models into LE and then into maps? I think i may be naming the parts wrong in renX or setting it up wrong in LE but i don't know what the naming conventions are.

Does anyone have any ideas or guidance? Its just a simple destroyable model, not a building or anything

Any help much appreciated, r34ch

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