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Subject: w3dviwer error

Posted by [Gen\\_Blacky](#) on Mon, 19 Jan 2009 05:24:59 GMT

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I keep trying to load this model in w3dviwer and it crashes i don't know if the model is corrupt or what i exported it several time with different settings and still wont open.

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File Attachments

1) [error.JPG](#), downloaded 390 times

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# wdx\_nod\_flame.W3D - W3D Viewer

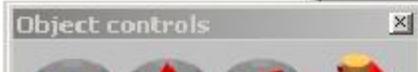
File View Object Emitters Primitives Sound Hierarchy Lighting Camera Background Movie Help



- + Materials
- + Mesh
- Hierarchy
  - wdx\_nod\_flame
- H-LOD
- Mesh Collection
- Aggregate
- + Emitter
- + Primitives
- + Sounds



Microsoft



Subject: Re: w3dviwer error

Posted by [danpaul88](#) on Mon, 19 Jan 2009 08:54:36 GMT

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Some W3D files in the always.dat use an older version of the W3D file format and cannot be opened in W3D viewer, or so I recall someone telling me a while back. From what I recall of that conversation the engine itself (and therefore presumably LevelEdit) can still load them, but the viewer cannot.

Don't take this as gospel though, this is just a partially remembered conversation from over a year ago

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Subject: Re: w3dviwer error

Posted by [Gen\\_Blacky](#) on Mon, 19 Jan 2009 09:44:04 GMT

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its not in the always.dat I made it

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Subject: Re: w3dviwer error

Posted by [Slave](#) on Mon, 19 Jan 2009 19:56:20 GMT

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Had the same issue with Arctic. You can load the model, but once a certain mesh gets into view, the error shows up. It works fine ingame though.

What you could try is somehow going through the list of meshes, to see which one fubars up.

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