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Subject: gmax scene importing error in level edit  
Posted by [EKT-Repair](#) on Thu, 14 May 2009 09:26:03 GMT  
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Hello all,

Finally decided to make a map of my own. Epicly late, but hey, thats hardly the point.

The map will be a mission map and not a multiplayer map.

Now, I have made other small maps to test things out, and I never encountered the following problem.

I created a basic stage 1 map in gmax. The map is kinda large though ( over 2000 m x 1000 m ) ( see picture below)

Now I wanted to test if it wasnt to big ( large) in leveledit.  
So I import the map in to leveledit, it seems to load fine, but when i start looking around with the numpad keys, i get constant errors. Level Edit crashes to desktop.

Does anyone have an idea why this is?

I was gonna look around in the other posts, but let's face it, 273 pages with an average 20 threads on each page, is just too much to look in to, so I ask the question directly.

Im not entirely new to modding/map making,been creating maps since 1998, only new to renegade map making.

So i really hope someone can point me in the right direction.

If more information is required, pls let me know.

Thanks for reading.

Looking forward for any reply.

Regards

Repair.

Attached picture :

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Subject: Re: gmax scene importing error in level edit  
Posted by [ErroR](#) on Thu, 14 May 2009 13:34:21 GMT  
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woot! that looks really nice, can't help you tho did u try the walk threw mode ? (F8)

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Subject: Re: gmax scene importing error in level edit  
Posted by [EKT-Repair](#) on Thu, 14 May 2009 17:20:17 GMT  
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Well, personally i dont think that one looked good, it was more a test to see how large I should make the volcano on the island and done it 5 minutes or so.

Reinstalled Leveledit and made a new map from scratch and the problem doesn't occur anymore. As to why it crashed in the first place, I'm not sure. Maybe the map was to big.

&

Now that I got it working , 'm off to make a realistic map.

Thanks anyway

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Subject: Re: gmax scene importing error in level edit  
Posted by [The Party](#) on Fri, 15 May 2009 15:28:03 GMT  
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Too many polys?

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Subject: Re: gmax scene importing error in level edit  
Posted by [Di3HardNL](#) on Fri, 15 May 2009 15:33:28 GMT  
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Yea I guess these are way to much polys. LE (or your pc while running LE) can't handle that.

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Subject: Re: gmax scene importing error in level edit  
Posted by [The Party](#) on Fri, 15 May 2009 15:36:58 GMT  
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Only way to fix is add more RAM.

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Subject: Re: gmax scene importing error in level edit  
Posted by [Gen\\_Blacky](#) on Fri, 15 May 2009 15:41:26 GMT  
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break the map up in separate parts so le wont have to load so many polys for one mesh.

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Subject: Re: gmax scene importing error in level edit  
Posted by [The Party](#) on Fri, 15 May 2009 15:54:45 GMT  
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I guess if you where making a real map it would already be broken up into good sized meshes.

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Subject: Re: gmax scene importing error in level edit  
Posted by [EKT-Repair](#) on Sat, 16 May 2009 03:13:54 GMT  
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Di3HardNL wrote on Fri, 15 May 2009 10:33Yea I guess these are way to much polys. LE (or your pc while running LE) can't handle that.

Exactly. I just wanted to test how large I could make the volcano. Waaaaaaaaaaaaayyyyyyyy toooo large and a computer that can't handle such large objects. Was gonna break it up in separate objects afterwards to add more detail, but since it was a test, couldnt be bothered.

Thanks anyway for your replies guys.

Regards

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Subject: Re: gmax scene importing error in level edit

Posted by [Veyrdite](#) on Sat, 16 May 2009 03:21:03 GMT

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The W3D engine can handle tonnes of polygons, but a single mesh cannot have too many.

Gen\_Blacky wrote on Sat, 16 May 2009 01:41 break the map up in separate parts so le wont have to load so many polys for one mesh. Seconded

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