
Subject: Havoc model crashing ren

Posted by [nope.avi](#) on Sat, 04 Jul 2009 02:51:09 GMT

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Ok, So I got my character boned and everything and followed this tutorial to the very last detail in exporting and the like, but everytime I load up multiplayer internet and start my own server when I would normally see a havoc (eg: out in field or when I buy one), it would crash my game and in multiplayer practice it just crashes completely on loading the map. Has this happened to anyone before? help

Subject: Re: Havoc model crashing ren

Posted by [Di3HardNL](#) on Sat, 04 Jul 2009 06:28:49 GMT

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You did something wrong with the exporting or it has to many poly's.

Subject: Re: Havoc model crashing ren

Posted by [Reaver11](#) on Sat, 04 Jul 2009 09:29:19 GMT

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I think it is overpolyed. You should have around 5000 triangles max! (Triangles are editable meshes, Renegade doesnt use editable polys)

Subject: Re: Havoc model crashing ren

Posted by [nope.avi](#) on Sat, 04 Jul 2009 16:41:49 GMT

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So is there a way to remove some triangles or is my guy screwed?

Here's is the character if that helps

File Attachments

1) [character.rar](#), downloaded 112 times
