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Subject: The mod you all love !

Posted by [icedog90](#) on Sat, 19 Mar 2005 07:23:19 GMT

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Sanada78l still don't believe you managed to do this. I still can't get a sphere with 50,000 polys to export without W3D Viewer crashing when viewing it. Level Edit also crashes when trying to open it.

Gmax has a hard time exporting meshes with uber poly counts. You would have to split it up into many different meshes, then it would export fine. This happens a lot with terrain too, you have to slice it up sometimes if the mesh is above something like 12,000 polygons.

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