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Subject: Renx Exporting Error

Posted by [Spice](#) on Fri, 23 Apr 2004 18:18:40 GMT

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I keep gettin a error when trying to export from gmax to w3d.

Review log:

Saving Hieracrhy Tree COMP

Node Count: 1

Nodes:

ROOTTRANSFORM

Then I get the error The program will now be terminated and stuff. Anyway I can fix this. Or is there anyway I can avoid this from happening. My maps poly count is about 15000. I also wanted to know whats trhe limit on the poly count for maps. Just so I dont make a uber fps eater

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