
Subject: Could someone test out my Havoc model?
Posted by [Di3HardNL](#) on Thu, 06 Sep 2007 19:36:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I had an Alien model, and i tried to replace that one for the Havoc model, exactly how Hero did it on the renhelp.net tutorial of how to make a character.
But after i finished, and tried it out on renegade the game crashes when i buy a Havoc.
I think its my pc, but it could be that i made a mistake in RenX

I would appreciate any help
(i rared the file otherwise it would be to big) maybe thats the reason why renegade crashes, cause the file is to big ;O

File Attachments

1) [c_ag_havoc.rar](#), downloaded 150 times

Subject: Re: Could someone test out my Havoc model?
Posted by [Scrin](#) on Thu, 06 Sep 2007 21:00:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Thu, 06 September 2007 14:36I had an Alien model, and i tried to replace that one for the Havoc model, exactly how Hero did it on the renhelp.net tutorial of how to make a character.
But after i finished, and tried it out on renegade the game crashes when i buy a Havoc.
I think its my pc, but it could be that i made a mistake in RenX

I would appreciate any help
(i rared the file otherwise it would be to big) maybe thats the reason why renegade crashes, cause the file is to big ;O
yes Mark my pc crashed too i think you make misstake with it i think some with bones.. cos i got some with beta med
a yea and w3d veiwer crashed too when im trying look to parts...

Subject: Re: Could someone test out my Havoc model?
Posted by [mrŁŁ\\$Ä-z](#) on Fri, 07 Sep 2007 00:01:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

wich alien? are u working on a mod?

Subject: Re: Could someone test out my Havoc model?
Posted by [mrŁŁ\\$Ä-z](#) on Fri, 07 Sep 2007 00:07:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ps. It crash my game too. I im sure the Alien has a skin (DDS File) u need to put it in your

renegade data folder too!!!

Subject: Re: Could someone test out my Havoc model?
Posted by [Gen_Blacky](#) on Fri, 07 Sep 2007 03:20:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

a missing .dds would not crash your game ...

Subject: Re: Could someone test out my Havoc model?
Posted by [Genesis2001](#) on Fri, 07 Sep 2007 03:33:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 06 September 2007 21:20a missing .dds would not crash your game ...

True.

It would simply show the fugly WW logo all over the alien model.

Subject: Re: Could someone test out my Havoc model?
Posted by [Di3HardNL](#) on Fri, 07 Sep 2007 05:40:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmm i could try to just follow the tutorial again, and see how it turns out:) thanks for the help tho!

Subject: Re: Could someone test out my Havoc model?
Posted by [mrÃ£Ã\\$Ä·z](#) on Fri, 07 Sep 2007 12:26:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are u working on The Spartan Projekt?

Subject: Re: Could someone test out my Havoc model?
Posted by [Di3HardNL](#) on Fri, 07 Sep 2007 13:47:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

MadRockz wrote on Fri, 07 September 2007 07:26Are u working on The Spartan Projekt?
No i'm just making mods on my own

Subject: Re: Could someone test out my Havoc model?
Posted by [Oblivion165](#) on Fri, 07 Sep 2007 17:24:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't have any renegade related software installed at the moment, not even max to test my theory but my first instinct is that you have a bagillion more polys than the renegade engine can handle.

EDIT: Installed just w3d viewer and yup, 27,000 polys is WAY too much. Thats why its crashing everything.

Subject: Re: Could someone test out my Havoc model?
Posted by [Di3HardNL](#) on Sat, 08 Sep 2007 06:26:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Fri, 07 September 2007 12:24I don't have any renegade related software installed at the moment, not even max to test my theory but my first instinct is that you have a bagillion more polys than the renegade engine can handle.

EDIT: Installed just w3d viewer and yup, 27,000 polys is WAY too much. Thats why its crashing everything.

yeah i already thought that indeed, cause when i edited the Alien model (made the head smaller and legs bigger) so it would fit on the havoc model, i saw it created like a million poly's..

so i might have to get a other model
