

Ryzom - NeverEnding # 1092

Status:	Assigned	Priority:	Low
Author:	kaetemi	Category:	Tools: Build Gamedata
Created:	09/19/2010	Assignee:	kaetemi
Updated:	04/12/2012	Due date:	
Subject:	Export processes for max are not stable		
Description			
<p>The export processes for max files sometimes fail silently and write corrupt files. Usually happens when exporting shape and anim files.</p> <p>Fix it to make it write written files in a temporary directory first, and reading them back for verification, before moving them into the build directory.</p>			

History

#1 - 09/20/2010 12:34 am - kaetemi

- Some exported character anim files crash the game
- There is an issue with the far distance tree lod stuff.

#2 - 09/26/2010 05:15 pm - kaetemi

- % Done changed from 0 to 80

- Let all the processes work with .max.tag files for skipping purposes. Issue will be closed when this is done.
- Possibly also write the exported files' names in the .max.tag files for future reference, but that is not covered by this issue.

#3 - 03/02/2012 10:46 pm - kaetemi

- Priority changed from High to Low

#4 - 04/12/2012 12:47 am - kaetemi

- Tracker changed from Bug to NeverEnding
- Estimated time set to 9000.00