FireStorm 5.0.11 introduced additional object parameters checks to ensure performance and stability of the viewer rendering engine and other parts.

This new checks can be disabled with the debug setting FSEnforceStrictObjectCheck.

That can be changed activating the advanced menu in the top menu bar of the viewer with CTRL+ALT+D.

   Then Advanced -> Show Debug Settings

   Then Type FSEnforceStrictObjectCheck. (FS does display settings that match initial letters, so you may not need to type it all)

Since this is a good feature, it is set True (i.e. active) by default, and should always be active at SL.

But in Second Galaxy, Halcyon, and OpeSimulator a lot of objects where created with improper parameters, and so they will now be invisible.

Most those objects do not cause problems on current viewers other that eventual worse performance, so please set that option to False.

If you are also a SL user using same viewer, please set it back to True before login at SL!!

Hopefully TPV devs will make this a bit easier in future making the option visible only on Second Galaxy, Halcyon or OpenSimulator specific settings.

There is some association of this issue with the mesh upload options like analyze (convex decomposition).

This is not actually a strict Second Galaxy, Halcyon or OpenSimulator issue but a viewer one. What happens is that Mesh Model upload code was created by Linden Labs using the tools of Havok library.

Since havok is a commercial product, it can only be used in Linden Labs own products, or TPVs that only connect to SL, under the respective license agreements. No viewer should try to use it for Second Galaxy, Halcyon or OpenSimulator without express permission from Linden Labs!!

TPVs (third part viewers) like Firestorm use an open source library for mesh models upload on Second Galaxy, Halcyon, and OpenSimulator. Most of the mesh upload issues are on that code. The same source mesh will not produce the same end result, in many cases just fail and even worse may fail uploading "something".

The analyze option is possible the one requiring more complex operations, so may fail a lot more.

The new features added on FireStorm to visualize physics shapes and LODS per prim, should always be used to verify that the upload asset is correct. It is hoped that other TPVs can add them also.

Second Galaxy, Halcyon, and OpenSimulator Physics engines should handle modules Convex Decomposition, just the ones based on ODE may have a bit more pain with it.