Subject: HELP! Posted by Anonymous on Fri, 04 Oct 2002 11:20:00 GMT View Forum Message <> Reply to Message

dont rely on LevelEdits display, (if you are)load your mesh/W3D terrain into leveledit then pull down the lighting tab. click on COMPUTE VERTEX SOLVE.then look at the mesh again. it should look right I think. if it dosnt, then add a gdi spawner and export PKG, test it out with MPLAN and see if it still looks screwy. then you will know for sure If something wasnt right in RenX.

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