
Subject: Re: Weapon model dissapering w3d
Posted by [Mad Ivan](#) on Mon, 12 Jun 2006 12:15:35 GMT
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Jeep Rubi wrote on Mon, 12 June 2006 04:33But it would work, remember, its the easy way.

From the screenshot, that he posted, there is no way one can understand if those pieces are missing or simply flipped, when exporting.

1)If the pieces are missing, he will have to:

A)Weld the verticles together, but that may produce some undesired effects.

B)Remodel the entire thing in RenX.

C)Export it in a different format as GrayWolf suggested.

2)If the polygons are simply "flipped", he can convert the model into Editable Mesh (or use "Edit Mesh", not that it matters in W3D, since all W3D Models are converted to Editable Mesh before being exported) and use the "Flip" button to correct the problem.

If he uses "2 sided", the Weapon's Shadow will have "holes" in some positions in-game. Checking "Shadw" won't fix this.

3)There is another possibility. I see some polygons, that are simply wrong on his Milkshape screenshot. There are strange bends in some areas, meaning that there could be ugly overlapping edges or messed up verticles on that model. Perhaps, thats the reason the model won't export right in *.3DS .

My bet is on (3).

Titan_HQ, can you post a Wireframe/Edged version of the first screenshot?
