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Subject: Re: dont make maps in max, exporter is broken

Posted by [Halo38](#) on Tue, 14 Aug 2007 17:05:21 GMT

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Hey Titan long time no see

Arid's walls and rock features are broken up into vis sectors the sand terrain is one mesh I think, if I remember rightly, I don't recall my reason for doing this, I think I just didn't want to have floor disappearing if I missed a manual vis point as it seems more noticable.

I didn't have the problem you describe, why don't you want to export with "Smooth vertex normals across meshes" checked?

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