

---

Subject: HUGE Backface Problem

Posted by [Burn](#) on Tue, 10 Jun 2008 00:37:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OK This is my biggest map and I'm finally coming to a close on it after a few months of work. I've just auto-generated the VIS points, and I'm having a huge problem. When I try to take a manual vis point I get the dreaded, "Backface Overflow Rejected!" error. This is only in the Nod base too, the GDI base is designed the exact same way and works just fine.

I used the vis camera and found a huge backface. I want to uncheck the mesh in the instances tab like the vis tutorial says, but I can't seem to find the right one based on the ID.

The ID is the same as the one in the RenHelp vis tutorial. The picture says, "Vis ID: 16776108" but I can't find that ID in my instances tab anywhere.

With this little information provided, could anyone help me out? If you need more info just let me know please!

Thanks,

Burn

---

### File Attachments

1) [backface.JPG](#), downloaded 788 times

