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Subject: Re: HUGE Backface Problem

Posted by [Burn](#) on Tue, 10 Jun 2008 13:53:20 GMT

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Bump.

Is it just because the VIS system thinks this entire section is in an invalid part of the map (under a mountain)? Do I have to make a few vertical VIS planes around the base so it doesn't think it's inside a mountain or something?

I really annoyed with this problem and I've never had it before.

EDIT

YES! I found the problem. My Nod base was basically one huge mesh, and connected to that mesh I had a one-sided plane going all the way around the base that was an alpha-blended fence (nice grammar, eh?) And behind the fence I had a rock texture come up and go over the fence and connect at the top. And, since my Nod base was one huge mesh, it just backfaced the whole freaking thing. I detached and deleted the gate faces and everything works fine. Sorry for the post!

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