
Subject: Need help!

Posted by [Di3HardNL](#) on Mon, 17 Nov 2008 13:35:24 GMT

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The problem i get with some structures is when i am on a distance objects become invincible, but when i get closer to them they will get visible. Screenshots below my message.

This is what i done ->

I have changed the original C&C_Volcano.mix w3d file in renx and made it how i wanted to. Then saved as 'Hierachel Model' as v_terrain.w3d

Then opened leveledit and changed the 'terrain' path from volcano to the model v_terrain.w3d.

Then i opened the volcano.lvl then i could change the lighting and all. and exported the .mix.

Its really annoying, I hope someone else experienced this problem to and can tell me what i should do..

tY