
Subject: [RenX] Annoying Holes in Terrain
Posted by [Altzan](#) on Sun, 23 Nov 2008 19:32:34 GMT
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Sometimes when I make terrain in RenX, and export to w3d, I see these annoying holes in the terrain that aren't there in RenX. It's like one of the mesh's faces just disappeared. When I tried remaking the face (incase it wasn't there) RenX told me that face already existed.

This happened twice. The first time it really was a hole and I fell through. The other time it still was solid.

Anyone else have this happen to them, and knows how to fix it?
