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Subject: Re: Problem with terrain loading

Posted by [bisen11](#) on Fri, 02 Apr 2010 04:41:12 GMT

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Latest try was somewhat succesful. I tried making one map that didn't work out. But A second one I did, did work out. The only differences I can think of between the maps is that I added textures to the first one (the second I just gave colors). Also, the first one I merged a GDI bar and a HON into. The second one I did not add any buildings. My theory is perhaps there's something in the merged buildings that screws up the map.

Edit: I deleted the HON from the RenX terrain and now the map works fine. So something must have been wrong with it.

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