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Subject: A very good question to all mappers

Posted by [TheKGBspy](#) on Sun, 19 Oct 2003 21:59:47 GMT

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i made my naval map for Red alert2: vengeance, wich is a total convection for renegade.

In this mod you will have navals stuff. So i started the first naval map for our mod. water is in, bumb stuff also, naval vehicle hidden plane having as option:2 sided, hide and vehicle collision checked. well th emap is done and is ok.. but there is an odd problem.

In gmax i export my map as w3d files (select renegade terrain), open it in commandos editor, modify the map (add usual stuff like building controlers, subs, ground vehicles.. etc), then i hide some mesh to compute vertex solve, save then export. when i try it in renegade all work fine, i can walk averywhere without any problems; seem in commandos editor when i was editing it the first time.

The problem is when i close the map in commandos editor,(by changing map or closing commandos editor), and i reopen it (.lvl file) all the colision is messed up! some part there is no physical colision on .. but weapon colision is on!!??

i also tried to modify the map for th efirst time, save, modify(without closing the map), save.. etc it worked, but why when i close the map then reopen it in lvl edit the collision system is messed up?

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