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Subject: Titan's maps vs ACK's maps (split off)

Posted by [Sir Phoenixx](#) on Sun, 15 Feb 2004 13:12:03 GMT

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Titan1x77And this deleting of my post's crap is ridiculous...go to your mod forums theres ton's of simple replys and answers...and ACK deletes my reply and sum's his up with the same answer I posted....Now I can't take up discussion with any other mappers/modders here?

He tries to cover it up with "drivel" and "not helpful" ...or whatever else he wants to say about it. But the Fact is he just doesnt like me and wants to delete posts because he can....Thats exactly why.

You post some little reply like 'compute vertex solve' that's about as helpful as Dr. Kavorkian on the suicide hotline, ACK on the other hand explains it out, goes step by step, gives other possibilities to fix his problem, etc.

AircraftKillerCheck and make sure that you've actually made the mesh as VAlpha. Make sure it's on alpha blend, too. Either of these being off means it turns completely black.

Also, check the blending material - if it's totally black in color, for each of the three colors (Emissive, diffuse, ambient) then it will appear totally black in-game or in the editor.

If you've done everything correctly, use the Instances tab and roll out the terrain preset to hide any specific mesh that needs to be hidden from the vertex solve.

Go to Lighting > Compute Vertex Solve, check occlusion and let it chug away. If it's still black, you did something wrong in Max.

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