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Subject: need info on fixing various map bugs

Posted by [YSLMuffins](#) on Mon, 28 Jun 2004 01:41:54 GMT

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Don't modify the main w3d at all. Just add vehicle/projectile blockers as necessary via additional w3ds. What I did on Volcano flying was import the terrain w3d in gmax, so that way I could align everything easily. Once finished, I'd hide the terrain w3d and export the invisible meshes.

Once in LevelEdit, I'd open up the .lvl and make the w3ds as a temp preset. Everything should be aligned correctly automatically. Just make sure to repartition the culling systems before saving, or people could get FPS issues (I know I do) when playing on the map.

I guess an invisible blocker would be the only way to fix islands, unless you want to redo VIS (NO NO NO!).

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