Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Javaxcx on Sat, 05 Feb 2005 18:13:40 GMT
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I've been working on this remake of a Perfect Dark deathmatch map, Complex, for a couple of days now, and I've been trying to export the terrian from RenX to the Mod tools, but I've got a couple of problems.

Firstly, and this might be a major source of the problems, to create the entire map, I've done it vertex by vertex, and by creating polygons (with the polygon tool, not the face tool) to form the floors, walls, and ceilings. I currently have everything where I want it to be (up to this point) and want to run through it in Renegade to take a look at it from THAT perspective.

When I try to export the map as a whole, I go to th export menu, click "Renegade Terrian", and "Okay". It begins to export, and it will get to about 75% (roughly in an instant) and I'll get an error:

"NO TRIANGLES IN MESH: *Mesh name*"

After this, it will complete the .W3D file. Now, I've never done this before, but a 17kb .W3D map looks faily odd to me, especially when it's size is PROBABLY much bigger than that of which Renegade is played in.

I then go into the Mod Tools, and load up my newly created mod-file. Following one of the tutorials, it says to go to the terrian heirarchy and click "add" and to go settings and upload your .W3D file... which leads to my second problem.

I'll click on the browse button for "settings", and it will ask for a .W3D file. So I go to my file, click it, hit "Okay"... and nothing happens. The prompt is empty.

I'm totally at a loss here, folks. Any help would be greatly appreciated. If necessary, I'll upload the .gmax file someplace and someone else can have a go at it.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by WNxCABAL on Sat, 05 Feb 2005 18:48:31 GMT
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is the *mesh name* needed in your map?
if not, delete the mesh and try & export again.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Javaxcx on Sat, 05 Feb 2005 18:50:57 GMT
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Yes, it is needed. The Meshes, (which is just called Complex Floor/Ceiling/wall, respectively), are what make up the different components of the level.

Oh, and another thing. To try and beat the exporter at its own game, I created a single triangle for each mesh it asked for one in. I got the same results with my second problem... just no triangle error when exporting.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Dante on Sat, 05 Feb 2005 21:31:49 GMT
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try converting it to an editable mesh before exporting.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Javaxcx on Sat, 05 Feb 2005 22:13:23 GMT
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Well... it already WAS an editable mesh. I tried it again, and it still didn't work.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Aircraftkiller on Sat, 05 Feb 2005 23:24:02 GMT
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The name of the mesh outlined in the export means it's nothing at all. It doesn't exist, thus it gives you that error. It happens when you take a mesh, delete all polygons, and attempt to export. If it has no triangle data from the polygons to generate the level from, it will tell you so.

Find the mesh and delete it. It has nothing in it and is useless.

And if that isn't the problem, you used some really fucked up methods of creating geometry... In which case your only option is to redesign the entire level and learn how to manipulate basic shapes instead of build them per polygon.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Javaxcx on Sat, 05 Feb 2005 23:29:53 GMT
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Victoly! The messed up mesh is at least gone. My only problem that remains is the one pertaining to the Mod Tools. Thanks, however.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Blazea58 on Sun, 06 Feb 2005 13:03:30 GMT

I would just suggest to always assign node names, and material names from the W3d tools list. This will stop almost all the exporting problems, except if you had something as aircraftkiller discribed.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Aircraftkiller on Sun, 06 Feb 2005 13:16:11 GMT

That won't do anything except prevent name collisions, which have nothing to do with meshes that have no surfaces.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by SuperMidget on Sun, 06 Feb 2005 13:36:14 GMT

When it's finished, would you kindly suplly me with a link pointing to where I can get it? That map would be AWEsome.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by laeubi on Sun, 06 Feb 2005 13:37:50 GMT

SuperMidgetWhen it's finished, would you kindly suplly me with a link pointing to where I can get it? That map would be AWEsome.
I'm sure whe he finished this, he will sitting at home all day plaing his map alone
Well why should he NOT publish it when finished?

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Javaxcx on Sun, 06 Feb 2005 15:56:12 GMT

Thanks for the assistance, but the map, as I had made it, isn't going to be salvagable. I've learned a much faster technique using extruding and splines which should not only solve all of these problems, but also get it done in a timely fashion.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Spice on Sun, 06 Feb 2005 17:25:58 GMT

If you get that error you shouldn't worry about it. All it's telling you is you have a mesh with only a vertex in it. It won't affect your map at all though you should delete it if it happens.

I'm just saying this error won't stop you from walking around in your map and loading it into level edit.

I hope your map turns out great.

Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Slash0x on Tue, 08 Feb 2005 10:48:01 GMT
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I have that map complex already modelled, I'm just too lazy to texture it. Lol.