Subject: GLITCH!
Posted by bisen11 on Thu, 24 Feb 2005 03:05:46 GMT

A few people that have played my map have had a glitch where they couldnt see things in certain places. So i figured i forgot to do that generate sectors, so i made that white ball thing then did it. And now when those people join they can't see anything at all. It's fine for me though. Any clue how to fix this?

Subject: GLITCH!
Posted by nastym4n on Thu, 24 Feb 2005 03:13:44 GMT

edited due to:
i give up find it yourself..

Subject: GLITCH!
Posted by Oblivion165 on Thu, 24 Feb 2005 03:14:07 GMT

Well generating sectors is for pathfiding. Doesnt really effect vis in anyway.

Things that come to mind:

1. Compute Vertex Solve (in leveledit)
2. Your meshes are overlapping
3. Wrong format of texture (But if you are seeing it fine then probably not)

If you show us a screen, we will probably reconise it.

Subject: GLITCH!
Posted by Oblivion165 on Thu, 24 Feb 2005 03:14:55 GMT

nastym4nits late and i dont even know if you're answer is here,
but you should find this useful.....

http://www.renhelp.co.uk/

RenHelp doesnt have the answeres to everything

Subject: Re: GLITCH!

Posted by Slash0x on Thu, 24 Feb 2005 03:49:00 GMT
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dude#1A few people that have played my map have had a glitch where they couldnt see things in certain places. So i figured i forgot to do that generate sectors, so i made that white ball thing then did it. And now when those people join they can't see anything at all. It's fine for me though. Any clue how to fix this?
If you have any new textures, make sure there aren't 24 bit TGAs. Took me hours to figure that one of the images had that on my AwpMap. I can see everything just fine, but others couldn't, was a graphics card issue. Damn graphic cards, why can't they all be the same.

Subject: GLITCH!
Posted by laeubi on Thu, 24 Feb 2005 07:17:28 GMT
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because Gforce sucks

Subject: GLITCH!
Posted by Slash0x on Thu, 24 Feb 2005 08:47:22 GMT
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Laeubibecause Gforce sucks
Memories...

Subject: GLITCH!
Posted by nastym4n on Thu, 24 Feb 2005 12:35:06 GMT
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edited due to:
i give up find it yourself..

Subject: GLITCH!
Posted by Oblivion165 on Thu, 24 Feb 2005 18:54:20 GMT
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Thats mipossible, Dude#1 post a new thread every day about something.

and Renhelp Tutorial #123 How to set meshes to hidden

Not going to happen, thats pitiful.

Subject: GLITCH!
Posted by nastym4n on Thu, 24 Feb 2005 19:47:44 GMT
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edited due to:
i give up find it yourself..

Subject: GLITCH!
Posted by Oblivion165 on Thu, 24 Feb 2005 20:10:04 GMT
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nastym4nmaybe you didnt understand, I will try and be clearer:

I dont give a shit what you think about the link because I am not trying to help you.
I could not answer the specific question posed so I posted some good generic help.
This thread was not started to argue about how good renhelp is,
I suggest you start a new topic if you have a problem there.

1. Who asked you to care?
2. If you dont know the answer, dont post.
3. Thats right, it wasnt
4. No, you spam enough as it is, i dont need to help.

Subject: Re: GLITCH!
Posted by bisen11 on Thu, 24 Feb 2005 22:53:39 GMT
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Slash0xdude#1A few people that have played my map have had a glitch where they couldnt see
things in certain places. So i figured i forgot to do that generate sectors, so i made that white ball
thing then did it. And now when those people join they can't see anything at all. It's fine for me
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one of the images had that on my AwpMap. I can see everything just fine, but others couldn't, was
a graphics card issue. Damn graphic cards, why can't they all be the same.

Ill check that out sometime later... Not feelin the best right now :/

As for Renhelp, tis pretty good, but the search thing on it isn't always the best.

Subject: GLITCH!
Posted by nastym4n on Fri, 25 Feb 2005 12:31:40 GMT
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Oblivion

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you = asshole
you = ignore list, kthx.