
Subject: The amazing invisible mesh!

Posted by [R315r4z0r](#) on Wed, 12 Oct 2005 03:06:05 GMT

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In a map i have i made 2 tunnals for the harvesters to go into the tib. field, 1 in each base. What i did was take a box and use boolean and cut a hole into each 1. Then i made planes and put them over the bottoms to make a floor. But when i export the map to the commando editor, the 2 tunnals i made are gone except for the foors of the tunnals. Then boxes that i cut into just disapeared like they werent even there.

I checked all the settings, collitions, projectile, and made sure i didnt hide it accidentally. Also the boxes export geometry and export transform (bone)where both checked.

When in the lvl editor, i can walk onto the floors of the tunnals but i can still walk off the sides just like the mesh wasnt even there.

What should i do to get it to show up?

Subject: Re: The amazing invisible mesh!

Posted by [Spice](#) on Wed, 12 Oct 2005 09:18:03 GMT

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Make sure your collision options are check accordingly. Physical, vehicles, projectile, and camera checked for walls and ground. Also check to make sure the W3D option Hide is unchecked.

Subject: Re: The amazing invisible mesh!

Posted by [R315r4z0r](#) on Thu, 13 Oct 2005 03:10:11 GMT

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ya i checked that... as i stated in the question

Subject: Re: The amazing invisible mesh!

Posted by [Spice](#) on Thu, 13 Oct 2005 06:28:49 GMT

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You probaby don't have your map centered in gmax. Select all your objects, group then move it to coordinates X:0, Y:0, Z:0.

Subject: Re: The amazing invisible mesh!

Posted by [Oblivion165](#) on Thu, 13 Oct 2005 14:21:47 GMT

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EXdeath7 wrote on Thu, 13 October 2005 02:28 You probaby don't have your map centered in gmax. Select all your objects, group then move it to coordinates X:0, Y:0, Z:0.

That would only matter if his map couldnt be seen on make, or if he was trying to use proxis.

If you wouldnt mind sending your map to me, i usually can find any problems that occur. (Gmax Only)

EDIT: Contact info in my sig

Subject: Re: The amazing invisible mesh!
Posted by [R315r4z0r](#) on Fri, 14 Oct 2005 20:48:20 GMT
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umm, i might send it to you, that is if i dont find an answer.

do u want me to send it to ur MSN? because it says u don't check it

Subject: Re: The amazing invisible mesh!
Posted by [Oblivion165](#) on Fri, 14 Oct 2005 21:26:37 GMT
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Just dont email my MSN address, You can add me just fine.
