
Subject: The infamous Quick Draw glitch
Posted by [crazfulla](#) on Wed, 29 Nov 2006 12:41:51 GMT
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Ok I don't know how many of you know this map, but the entire terrain model is obviously missing from the level. The w3d is included inside the MIX file, but is not called upon (there were no preset files - I opened it in renegade ex). Is it possible to get a fix for this map? Who made this map? Are they aware of this bug?

<http://img135.imageshack.us/img135/5932/glitchcg3.png>

Subject: Re: The infamous Quick Draw glitch
Posted by [zunnie](#) on Wed, 29 Nov 2006 13:43:06 GMT
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You can try place the w3d in your data dir possibly instead of in the mix..
This is an often reported glitch on Quick_Draw :S The map is nice though.

Subject: Re: The infamous Quick Draw glitch
Posted by [IronWarrior](#) on Wed, 29 Nov 2006 14:02:09 GMT
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I never had this problem, expect the time I was able to see though all the buildings, but that was just a graphic error on my side.

Subject: Re: The infamous Quick Draw glitch
Posted by [Jerad2142](#) on Wed, 29 Nov 2006 15:31:33 GMT
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Almost looks like a bad lod zone. Is the terrain still gone if you try to get out of the building?

Subject: Re: The infamous Quick Draw glitch
Posted by [Halo38](#) on Wed, 29 Nov 2006 16:13:00 GMT
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Looks like there is a file name conflict with that maps terrain w3d

e.g. If two .mix archives contain a file called "terrain.w3d" the game doesn't know which one to load

Tip from me: add a prefix to everything you make to do with your map all textures in C&C_Arid

have arid_ at the beginning e.g. "arid_sandpc02.dds"

Subject: Re: The infamous Quick Draw glitch
Posted by [crazfulla](#) on Wed, 29 Nov 2006 16:47:36 GMT
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^ yeah that. I put the prefix craz_ on my textures/models, Ive seen it before.

The terrain model for Quick Draw is called 'map.w3d'. That would about sum it up.

I might reimport the terrain to renx, and remake it, naming it something different. Retexture it in snow or desert to be random and make a quick draw 2. Lots of people like that map :\
