Subject: conyard floor...gone...
Posted by R315r4z0r on Fri, 15 Dec 2006 04:47:27 GMT
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How do I fix that problem where the floor of the construction yard... vanishes?

Subject: Re: conyard floor...gone...
Posted by crazfulla on Fri, 15 Dec 2006 04:55:06 GMT
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can you post a screenshot?

also, does it vanish as in non-existant or does it just turn invisable and u can still walk on it?

Subject: Re: conyard floor...gone...
Posted by R315r4z0r on Fri, 15 Dec 2006 05:03:53 GMT
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I can't post a screen shot but I know what it is.

I made a map, and It is in a testing phase with a few people. One of them said that when they spawn they die (all spawns are in the conyard)

He said he spawns, then falls to his death, but he is able to see the rest of the level.

I have seen this on a few other maps, but I don't remember which ones.

You basicly walk into the construction yard, and there is no floor, you can see under the map and into the downstairs. And if you walked onto it, you fall through and die.

Subject: Re: conyard floor...gone...
Posted by crazfulla on Fri, 15 Dec 2006 06:02:15 GMT
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hmm sounds weird...could you send em the map? id love to beta it. UN are making a new mappack soon and I would like to get as many new maps in there as possible besides I have a lot of spare time on my hands atm. I can't really say what it is without looking at it. Someone of more experience may have some idea.

My best guess would be a name clash in the agregate model...??

PS i like ur rat flail

Subject: Re: conyard floor...gone...
Posted by R315r4z0r on Fri, 15 Dec 2006 21:23:31 GMT
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Ok, I'll pm you a link to the map.

But first, I got another person saying that he is getting lots of bugs. I am going to compare the screen shots he had to what I have, so that you can see why I am having problems.
His: http://img515.imageshack.us/img515/4411/groundcontrolbugvo3.png
Mine: http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/GCScreenShot01.png

His: http://img217.imageshack.us/img217/5366/groundcontrolbug2em5.png
Mine: http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/GCScreenShot02.png

His: http://img515.imageshack.us/img515/9872/groundcontrolbug3fq3.png
Mine: http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/GCScreenShot03.png

His: http://img515.imageshack.us/img515/8640/groundcontrolbug4rs5.png
Mine: http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/GCScreenShot04.png

 need help, apparently there is something client side that I have and they don't...

Subject: Re: conyard floor...gone...
Posted by Jerad2142 on Fri, 15 Dec 2006 21:55:07 GMT
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You got bad vis sectors (In an AOL voice)! To fix this go into level editor and switch to the soldier, when ever you see something disappear, don't move the camera and push "Ctrl" and "~" at the same time.

Subject: Re: conyard floor...gone...
Posted by crazfulla on Fri, 15 Dec 2006 22:10:08 GMT
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it aint that. I just got the map, and some of the floor is visable but you can fall through it, and some of it just plain aint there...there is a hole in the ground where ramps going down should be but theres no ramps...its like half the agregate is there but half isnt...the 2 conyards are quite different...

Its like half the interior is the evevator agregate and half is the ramp agregate...I would suggest avoiding using the agregate with elevators...stick to the ramp model. rename the proxies in RenX and add _n to the end of the "doors" & "int" ones.

On the other hand it is a VERY nice map and i would love to see it in a server rotation such as UN!

Subject: Re: conyard floor...gone...
Posted by crazfulla on Fri, 15 Dec 2006 23:28:44 GMT
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sorry for the dbl post the edit button timed out.

I noticed, when merging the terrain w3d into renx, the terrain is all in like 5 huge meshes...you need to break them up and add VIS data...obviously there is none yet whatsoever...so it definately cant be vis sectors...see the VIS tutorial on RenHelp...I would suggest removing the ramps cause they are going to be murder to fix up, particularly since you obviously haven't done vis before...

Subject: Re: conyard floor...gone...
Posted by R315r4z0r on Fri, 15 Dec 2006 23:46:42 GMT
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Well I didn't break up the terrain, cause I thought it was small enough already.. And the problems lie in the conyards.. the rest of the map is fine ATM.. Maybe I should just use a different construction yard model?

And also, if the problem was Vis errors, wouldn't I get them too?

Subject: Re: conyard floor...gone...
Posted by Jerad2142 on Sat, 16 Dec 2006 05:44:12 GMT
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The con yard comes with its own vis sectors that will be put on the map either in RenX or if you place it in level editor.

Subject: Re: conyard floor...gone...
Posted by crazfulla on Sat, 16 Dec 2006 07:18:46 GMT
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if it was VIS, yeah I would expect that you would get the glitches too. You could try using a different model...just backup your old w3d first incase it doesnt work out.

Subject: Re: conyard floor...gone...

Posted by R315r4z0r on Sun, 17 Dec 2006 06:19:41 GMT
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OK, I changed the construction yard models... but it is still messed up..

There is still one more model I want to try before I think of something else.

Subject: Re: conyard floor...gone...
Posted by R315r4z0r on Mon, 18 Dec 2006 01:21:06 GMT
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Alright, I used a new model, and although it doesn't have a basement, It doesn't get those weird errors.

Only things I need to do, is fix a texture problem, and add an MCT.

Subject: Re: conyard floor...gone...
Posted by danpaul88 on Mon, 18 Dec 2006 01:39:58 GMT
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If your hosting it on an FDS copy all the mission maps (including tutorial00 and skirmish00 or whatever they are called) into the servers data folder, the floor for the CY is in one of those .mix files.

Subject: Re: conyard floor...gone...
Posted by R315r4z0r on Mon, 18 Dec 2006 04:38:03 GMT
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Doesn't matter now, I fixed it.

When I release the final version, I'll put all of you who posted in this thread and gave helpful info credit for it.