
Subject: Is this possible to fix?

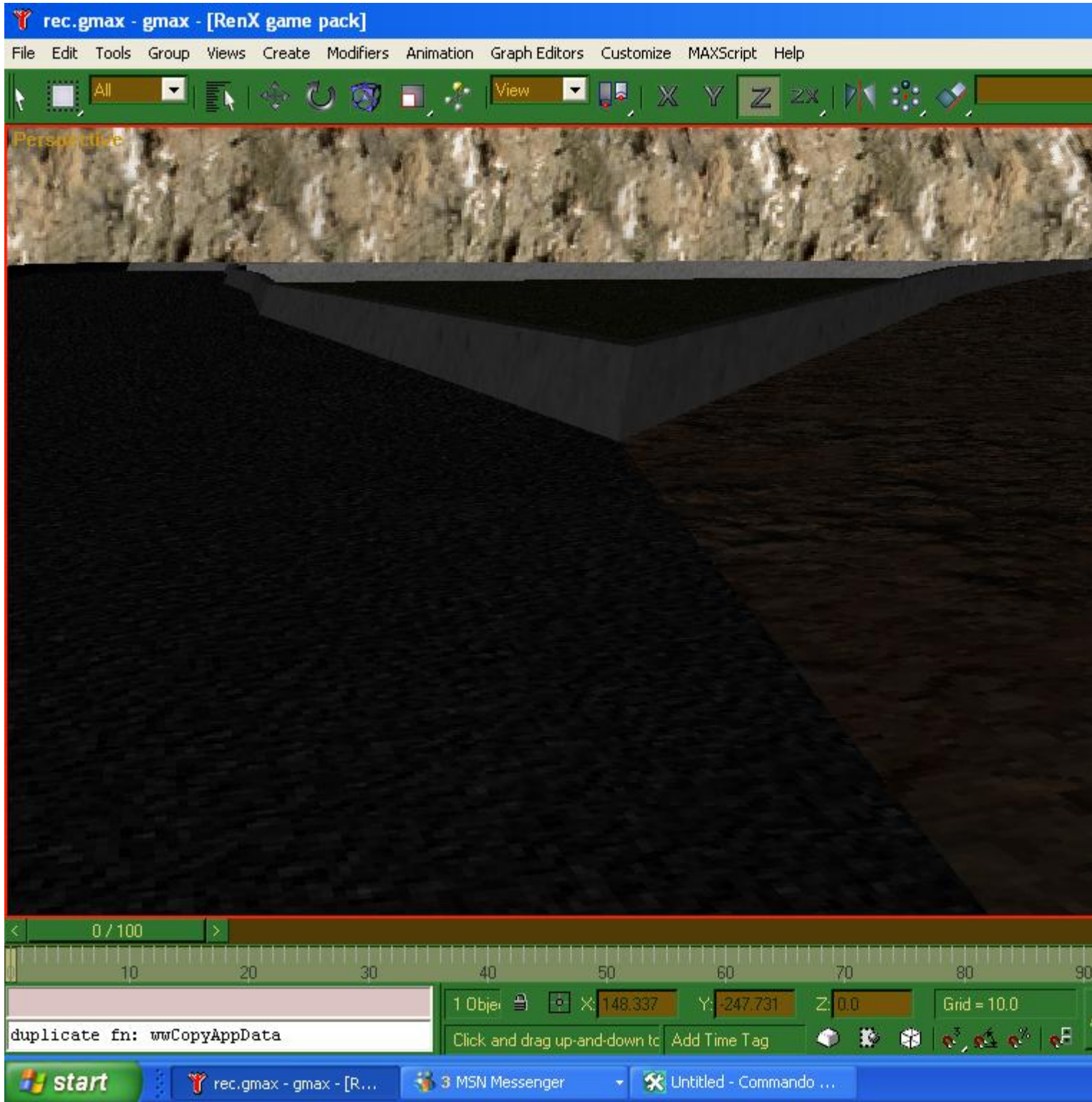
Posted by [c0vert7](#) on Tue, 29 May 2007 22:57:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

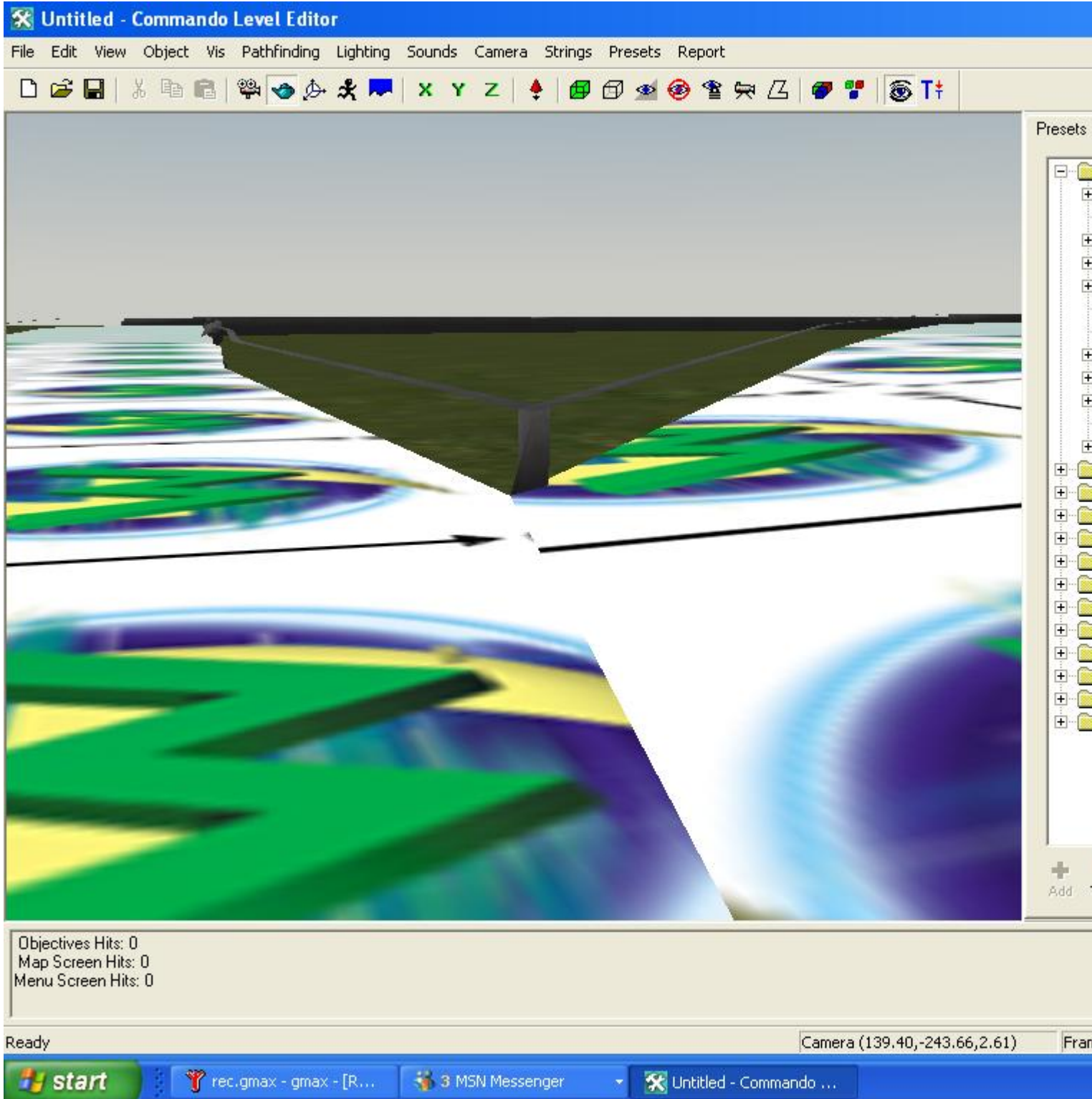
Well when Im in renx the wall is fine, when it gets into level edit its half missing...

File Attachments

1) [jhhmhmmh.JPG](#), downloaded 102 times



2) [hmmmmmm.JPG](#), downloaded 88 times



Subject: Re: Is this possible to fix?

Posted by [Oblivion165](#) on Tue, 29 May 2007 23:08:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Make sure that all object names are less than 15 characters, try that.

Subject: Re: Is this possible to fix?
Posted by [c0vert7](#) on Tue, 29 May 2007 23:14:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its all one object

Subject: Re: Is this possible to fix?
Posted by [Viking](#) on Wed, 30 May 2007 00:18:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

c0vert7 wrote on Tue, 29 May 2007 18:14Its all one object

Well, there is your problem!

Subject: Re: Is this possible to fix?
Posted by [c0vert7](#) on Wed, 30 May 2007 00:33:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hows that the problem?

Subject: Re: Is this possible to fix?
Posted by [jamiejrg](#) on Wed, 30 May 2007 01:43:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make sure all the textures used are in the LE folder. Under the same name and same format.

Subject: Re: Is this possible to fix?
Posted by [c0vert7](#) on Wed, 30 May 2007 01:52:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

There all in place and everything is alright, the export log didnt show anything so idk...

Subject: Re: Is this possible to fix?
Posted by [Blazea58](#) on Wed, 30 May 2007 02:57:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Far as i can see its all about the way you actually modeled it. each section is most likely not

welded where you have a corner so it usually messes up everything else on the other side of the face. I personally had huge problems with a simple cloth rag model disappearing faces, but then i right clicked "perspective view" and configured the field of view to 1.0 then zoomed in all the way to see tons of extra faces inside the object.

So it most likely is just a mesh that has other peices of mesh inside it, you gotta turn to editable mesh then select the faces one by one that are inside the shape skewed/rotated/arent supposed to be there and delete.

-- Here is a picture of what problem i had in renx. In level edit it made the entire front face not showing up. After deleting all hidden faces and re doing weld button it all works in level edit.