Subject: My map al screwy
Posted by Anonymous on Mon, 17 Feb 2003 14:42:00 GMT
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Hi it's late so please...I haven't been on this forum beforeand i didn't have the time to go looking before i ask.I made a map its perfectonly one big problemfrom certain points everything dissapearsfrom sight...it isn't timed so it isn't animation and it didn't do that before...If anyone could help me I would be eternally gratefulp.s. in the level editor everything works finethe glitch only happens in renagade itself...and only the visibility goes awaythnx in advanceFreezy

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Subject: My map al screwy
Posted by Anonymous on Mon, 17 Feb 2003 14:44:00 GMT
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Were you messing with vis? that could do that

Subject: My map al screwy
Posted by Anonymous on Mon, 17 Feb 2003 22:00:00 GMT
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  emmm, nobut thanks... p.s if it were wis i wouldn't see anything at allbut i do see something...or do you mean vis inside the level editor?

Subject: My map al screwy
Posted by Anonymous on Mon, 17 Feb 2003 22:17:00 GMT
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I think you were right...i resetted the vis data but it still acts funnyis there any way to fix this?

Subject: My map al screwy
Posted by Anonymous on Tue, 18 Feb 2003 02:36:00 GMT
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It depends anything in view beyond 200 metres will dissapear out of view. You can tell how far 200m is by looking at the official westwood maps, most of them will not have a viewable distance over 200m where theres terrain in view. It could be a vis problem though, make sure you created your vis layers in RenX properly.

Subject: My map al screwy
Posted by Anonymous on Tue, 18 Feb 2003 08:41:00 GMT

Thanks General HavocThat is very usefullbut as i stated i did not change much in the maps (just a little texture remapping...)and suddenly i sometimes see nothing while im around or in a building...its limited to one shape. As soon as i stand on that shape everything but that shape turns invisible...Granted that that specific shape is the bulk of the map. Could it have anything to do with vertex paint?Thanks for your information Hope you will help again.

Subject: My map al screwy
Posted by Anonymous on Tue, 18 Feb 2003 09:46:00 GMT

ok i solved it by removing the ldd and lsd files from the levels mapthen i resaved and expoted to mod packadgeand look no more vanishing walls/floor/building... i do have one little problem leftas soon as i fly to the roof which is set to vehicle blocki get stuck and cant get down until one of the base defences knocks me down or i until i commit suicide any help?maybe i should experiment with camera and physical

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Subject: My map al screwy
Posted by Anonymous on Tue, 18 Feb 2003 11:34:00 GMT

Turn your vehicle block upside-down, I had that problem once too...