Subject: export help!
Posted by fatalcry on Fri, 21 Dec 2007 12:47:20 GMT
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hi i made a cool map but when i tried to export to a w3d file it came up with an error saying "no triangles in mesh: Plane02" but this plane i deleted before because i didn't like it. and now i cant find it anywhere can someone help me because i want to export this map

thanx for reading

Subject: Re: export help!
Posted by Slave on Fri, 21 Dec 2007 13:15:03 GMT
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Somewhere on your top toolbar is a button that looks somewhat like this: Horizontal black lines with an arrow next to it.

Click it.
Find the name of the object gmax is crying about.
Select it.
Delete it.

I'm no pro, but I think that should do the trick.

Subject: Re: export help!
Posted by fatalcry on Fri, 21 Dec 2007 13:38:49 GMT
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great it worked thanx for your help your great

Subject: Re: export help!
Posted by mrÃ£Ã§Ä·z on Fri, 21 Dec 2007 14:14:24 GMT
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post some pics of youre map plz

Subject: Re: export help!
Posted by Dealman on Fri, 21 Dec 2007 18:03:46 GMT
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You could have pressed H as well

Subject: Re: export help!
Posted by fatalcry on Fri, 21 Dec 2007 20:08:00 GMT
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ok here they are i know i did say it was a cool map but as it's only my 3rd attempt it may not look that good to some people:

just a simple map i add scenery in level edit to make it more pack ed with stuff.

what you guys think for my 3rd time.

oh and i tried to do alpha blending but it didnt want to work i have done it before so i do know how to use it just wasnt doing it

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