
Subject: Need help!

Posted by [Di3HardNL](#) on Mon, 17 Nov 2008 13:35:24 GMT

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The problem i get with some structures is when i am on a distance objects become invincible, but when i get closer to them they will get visible. Screenshots below my message.

This is what i done ->

I have changed the original C&C_Volcano.mix w3d file in renx and made it how i wanted to. Then saved as 'Hierachel Model' as v_terrain.w3d

Then opened leveledit and changed the 'terrain' path from volcano to the model v_terrain.w3d.

Then i opened the volcano.lvl then i could change the lighting and all. and exported the .mix.

Its really annoying, I hope someone else experienced this problem to and can tell me what i should do..

tY

Subject: Re: Need help!

Posted by [Genesis2001](#) on Mon, 17 Nov 2008 14:33:17 GMT

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Dunno, but I love your HUD.

Subject: Re: Need help!

Posted by [GEORGE ZIMMER](#) on Mon, 17 Nov 2008 14:50:30 GMT

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Probably something to do with VIS. Did you change the map layout atall? Or was it just messing with textures?

Subject: Re: Need help!

Posted by [Di3HardNL](#) on Mon, 17 Nov 2008 15:28:23 GMT

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i did 'unattach' some parts of models yes. But as you can see you can see through all the tunnels, i only added some texture to them.

Subject: Re: Need help!

Posted by [Scrin](#) on Mon, 17 Nov 2008 15:38:45 GMT

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Zack wrote on Mon, 17 November 2008 08:33Dunno, but I love your HUD.

Subject: Re: Need help!

Posted by [Reaver11](#) on Mon, 17 Nov 2008 15:46:44 GMT

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Di3HardNL wrote on Mon, 17 November 2008 07:28i did 'unattach' some parts of models yes. But as you can see you can see through all the tunnels, i only added some texture to them.

After the modeling did you redo the vis settings? (The Renx part and the Leveleditor part)

Because if you havent then I really advise you to do it.

Subject: Re: Need help!

Posted by [Mackinsey](#) on Mon, 17 Nov 2008 16:10:24 GMT

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The HUD is nice.

It looks like scrin made it, it has the "scrin style"

But where can I download such HUDs?

Is there such a HUD for the Resolution 1680x1050?

Subject: Re: Need help!

Posted by [Scrin](#) on Mon, 17 Nov 2008 16:28:36 GMT

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Mackinsey wrote on Mon, 17 November 2008 10:10The HUD is nice.

It looks like scrin made it, it has the "scrin style"

But where can I download such HUDs?

Is there such a HUD for the Resolution 1680x1050?

lol, i give it only to Di3

Subject: Re: Need help!

Posted by [Di3HardNL](#) on Mon, 17 Nov 2008 16:39:40 GMT

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Reaver11 wrote on Mon, 17 November 2008 09:46Di3HardNL wrote on Mon, 17 November 2008 07:28i did 'unattach' some parts of models yes. But as you can see you can see through all the tunnels, i only added some texture to them.

After the modeling did you redo the vis settings? (The Renx part and the Leveleditor part)

Because if you havent then I really advise you to do it.

I haven't, I actually don't have alot experience with LE, so if you could help me with that would be awesome

Subject: Re: Need help!

Posted by [Genesis2001](#) on Mon, 17 Nov 2008 18:51:07 GMT

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Scrin wrote on Mon, 17 November 2008 09:28MackKinsey wrote on Mon, 17 November 2008 10:10The HUD is nice.

It looks like scrin made it, it has the "scrin style"

But where can I download such HUDs?

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lol, i give it only to Di3

Subject: Re: Need help!

Posted by [Gen_Blacky](#) on Mon, 17 Nov 2008 22:04:07 GMT

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you need to generate the vis sectors in le , did you delete the vis sectors in renx ? , try loading a new volcano level (original one) then save it close le add volcano.w3d with its original name in the mod folder where you saved the map and reopen sand see if it loads the vis sectors with your new model.

Subject: Re: Need help!

Posted by [Di3HardNL](#) on Tue, 18 Nov 2008 11:50:24 GMT

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i tried this but to bad it didnt work.. (unless i did it wrong) maybe we can go on msn so it will be easier?

Subject: Re: Need help!

Posted by [Mackinsey](#) on Tue, 18 Nov 2008 18:25:38 GMT

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Di3HardNL wrote on Tue, 18 November 2008 05:50i tried this but to bad it didnt work.. (unless i did it wrong) maybe we can go on msn so it will be easier?

I think it would be nice if you do it with MSN, but please post the solution at the forums too that other ppl who have the same problem can get the solution faster

Subject: Re: Need help!

Posted by [Slave](#) on Tue, 18 Nov 2008 20:40:24 GMT

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Di3HardNL wrote on Mon, 17 November 2008 07:35saved as 'Hierachel Model'

First of all, export as Renegade Terrain.

Subject: Re: Need help!

Posted by [bisen11](#) on Tue, 18 Nov 2008 22:05:24 GMT

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Soemtimes it gets rid of it if you go to the W3D tools and do "Assign Node Names" and "Assign Material names" Just keep in mind if you make any custom buildings (such as custom gdi barrack, wf, airstrip, etc) you'll have to account for that when making the building controller. Come to think of it I don't think I've ever done it when I've had team buildings on the map. So maybe hideany of those before doing it.

Subject: Re: Need help!

Posted by [Gen_Blacky](#) on Tue, 18 Nov 2008 23:25:46 GMT

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Slave wrote on Tue, 18 November 2008 14:40Di3HardNL wrote on Mon, 17 November 2008 07:35saved as 'Hierachel Model'

First of all, export as Renegade Terrain.

Subject: Re: Need help!

Posted by [Altzan](#) on Wed, 19 Nov 2008 01:58:06 GMT

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Same thing (the problem I mean) is in non-flying maps when you fly with an orca or apache... that kinda proves it's VIS although that's already been established.

Hope you get it fixed
