Subject: Strange Problem in Map
Posted by OrcaPilot26 on Mon, 04 Aug 2003 20:13:05 GMT
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When I loaded a map I was working on into Leveledit, It didn't Render all the textures. when I tested it in-game, I got this: http://www.n00bstories.com/image.fetch.php?id=1299631722 but it looks fine in W3dVeiw.
 I tried re-installing leveledit but that didn't fix it.

Subject: Strange Problem in Map
Posted by Beanyhead on Mon, 04 Aug 2003 20:15:57 GMT
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It looks like something with VIS. Try to discard all VIS data.

Subject: Strange Problem in Map
Posted by OrcaPilot26 on Tue, 05 Aug 2003 02:38:06 GMT
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That didn't work, but I think it seems to have something to do with leveledit.

Subject: Strange Problem in Map
Posted by YSLMuffins on Tue, 05 Aug 2003 02:55:09 GMT
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It sounds like you have a conflicting w3d in one of your maps or in Renegade.

What's your map W3d called?

Subject: Strange Problem in Map
Posted by SomeRhino on Tue, 05 Aug 2003 04:55:06 GMT
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I've had that happen before, where all the meshes are misplaced, I fixed it by collapsing the modifier stacks in RenX. It showed up like that it W3D Viewer though, so I would guess a conflicting w3d file name as well.