
Subject: Parts Missing On Model When Exported
Posted by [Sanada78](#) on Sun, 17 Aug 2003 18:12:21 GMT

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

I have now finished working on the model I edited, after 2 corruptions. I then did what you usually do for a vehicle model since its vehicle. I exported it as a "Hierarchical Model".

I then went to W3D viewer to check it. I found that parts of certain objects where missing, these objects where complete and had nothing grouped with them. For example, I attached "Object01" to "Object02" to form "Object03". The parts that where of "Object02" are not visible when viewed in W3D viewer.

I thinking it might have to do with the bit where a window usually pops up just before you attach objects together about Material ID's. Do you think if that I selected the wrong option it might of caused this?

Subject: Parts Missing On Model When Exported
Posted by [maytridy](#) on Sun, 17 Aug 2003 18:13:31 GMT

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

I don't think it's the material, but did you X-Ref anything?

Subject: Parts Missing On Model When Exported
Posted by [Sanada78](#) on Sun, 17 Aug 2003 18:22:43 GMT

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

Nope, I only merge some objects from the recovered file when the originals where bad.

The objects that have disappeared I made myself and where attached by clicking on the primary object and selecting attach then clicking on the object I wanted to attach. The objects I clicked on to attach are the ones that have disappeared.

Also I find, some of the lights I made for the vehicle have disappeared, they where made from clones of the original. Also the texturing on some seems to have messed up even though they're all set to the same UVW settings.

Subject: Parts Missing On Model When Exported
Posted by [maytridy](#) on Sun, 17 Aug 2003 19:22:10 GMT

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

Well, im not sure what happened. But, some of my models look fine in Renx, then they appear to have holes is in the w3d viewer.

I don't know what causes this either. How does it look in Commandolngame?

Subject: Parts Missing On Model When Exported
Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 22:59:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try looking at it in LevelEdit, it gives a more reliable visual overall IMO.

If that doesn't work, make sure everything is linked to the origin.

Subject: Parts Missing On Model When Exported
Posted by [Sanada78](#) on Sun, 17 Aug 2003 23:35:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still looks the same in Level Edit.

Subject: Parts Missing On Model When Exported
Posted by [Sanada78](#) on Mon, 18 Aug 2003 00:19:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah! I found the problem. It seems when you export, what you call the W3D file seems to affect it in some way. Before I just exported the file as "Test", I then exported it as another name, and more stuff disappeared. I then re-named the file and all the objects where visible when I opened it again.

Subject: Parts Missing On Model When Exported
Posted by [Dante](#) on Mon, 18 Aug 2003 01:20:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

sounds like some of your mesh names are on the brink of being too long, so when you saved with a smaller file name the mesh names where smaller (test.yourmeshname)

try to shorten the mesh names, then re-export.

Subject: Parts Missing On Model When Exported
Posted by [Sanada78](#) on Mon, 18 Aug 2003 14:38:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

It seems ok now, I was modifying the GDI Mammoth Tank, so I just called it "V_GDI_MammothTank" as to ?Test? before and everything seems to loads fine.

Anyway, thankyou all for your help.

Subject: Parts Missing On Model When Exported
Posted by [laeubi](#) on Wed, 20 Aug 2003 17:34:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just remove all .00 from the bones and you should be fine.
