Subject: GMAX
Posted by Garth8422 on Thu, 17 Apr 2003 00:47:46 GMT

In GMAX open your map file, then hit H key, that should list all the meshes on a Menu. now look for any names that are too long or duplicated. fix those. also You can highlight one and click on the select button, now close the H window and check the W3dtools tab and make sure all the settings are correct. I always uncheck EXPORTGEOMETRY(bone) box unless Im making Bones. then make sure the NORMAL dot is ticked (unless you are doing a Worldbox or something) and then double check your Collision options.

If it still dosnt work, the file may have gotten corrupted. Always save GMAX files with different names at each save. like CNCMAP01.gmax, CNCMAP02.gmax and so on.

and oh yeah, KANE LIVES!