Subject: Peices dissapear when rotating
Posted by FynexFox on Mon, 02 Aug 2004 21:35:32 GMT
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Ok, in my map I had modeled a custom dock to start at. I textured it and evrything, then I went and cloned it, I spun it around and positioned it, a few pices went invisible, then Instead of cloning it I inserted the dock file in 2 times, the first one worked and the second one I merged in had the same problem, does anyone have anyideas why this happens?

Subject: Peices dissapear when rotating
Posted by WNxCABAL on Mon, 02 Aug 2004 21:48:42 GMT
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Tip: look at your post before you post it

Subject: hrlp
Posted by FynexFox on Tue, 03 Aug 2004 00:02:05 GMT
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anyone?please!

Subject: please
Posted by FynexFox on Tue, 03 Aug 2004 10:29:26 GMT
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please, I dont get it, no matter how I get the dock in it still gays up!

Subject: Re: Peices dissapear when rotating
Posted by futura83 on Sat, 26 Aug 2006 22:16:30 GMT
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explain your problem a bit more; what do you mean it goes invisible? as in it is there but you cant see it, it goes completely as if deleted, or does it just go invisible when the camera is at a certain point?

Subject: Re: Peices dissapear when rotating
Posted by LR01 on Sun, 27 Aug 2006 09:06:49 GMT
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srry, I'm Dutch, could you please clear it more?

Subject: Re: Peices dissapear when rotating
Posted by Zion on Sun, 27 Aug 2006 12:43:39 GMT
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Zoom out in Renx/Gmax (if you're using this program).

Max 4-6 has a really bad viewport camera which is fixed in the better versions and to my knowlage, Gmax is a "waterd down" version of Max 4-6.