Subject: Export Problems
Posted by danpaul88 on Fri, 18 Feb 2005 12:06:20 GMT
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When I export models from RenX and open them in w3d viewer or level edit they suddenly have holes in them, polys that seem to have turned invisable. Why is this?

I tried deleting the problem polys and re-making them but the same thing happened.

Subject: Export Problems
Posted by danpaul88 on Sat, 19 Feb 2005 18:42:38 GMT
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any suggestions?

Subject: Export Problems
Posted by Oblivion165 on Sat, 19 Feb 2005 19:47:39 GMT
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easy to fix, simply select all your meshes then

Hammer Tab ~ w3d Tools ~ Assign node names

Set it to something short. The names cannot be longer than 15 characters.

Subject: Export Problems
Posted by danpaul88 on Sun, 20 Feb 2005 08:35:52 GMT
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its not whole meshes that are missing, just a few faces from them. See below...

in renx

in w3d viewer (same in leveledit and renegade). Notice the 'hole' in the mesh...

Subject: Export Problems
Posted by Deactivated on Sun, 20 Feb 2005 12:12:17 GMT
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Detach the missing polys it and attach.

Subject: Export Problems
Posted by danpaul88 on Mon, 21 Feb 2005 19:34:34 GMT
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thanks, it worked