Subject: Moding maps
Posted by obelisk70 on Thu, 07 Apr 2005 01:47:02 GMT
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When i mod a map by adding object to play online how do i stop the terrain from dissapearing.i get this happening all the time accept for when i use C&C_Walls. Thanks for any help

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Subject: Moding maps
Posted by WNxCABAL on Thu, 07 Apr 2005 11:39:59 GMT
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I think its a VIS glitch.

Subject: Moding maps
Posted by zunnie on Thu, 07 Apr 2005 14:56:48 GMT
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Did you try to "Make" the terrain W3D ? in some cases i remember that the
terrain will disappear after you reload a lvl file, you gotto "make" the terrain
by selecting the terrains W3D in the "Terrain" preset list.

Subject: Moding maps
Posted by obelisk70 on Thu, 07 Apr 2005 16:29:35 GMT
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Thanks.When you open a multiplayer level you got from westwood it loads part of it from the lvl file and the other part from the actuall map in the data folder.So when you save over the map in the data folder it wont open the map properly the next time because u saved over it.I think thats why it dissapears when you load it again from the level editor. because it reloaded properly when i replaced the mix map with the right one

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