OK This is my biggest map and I'm finally coming to a close on it after a few months of work. I've just auto-generated the VIS points, and I'm having a huge problem. When I try to take a manual vis point I get the dreaded, "Backface Overflow Rejected!" error. This is only in the Nod base too, the GDI base is designed the exact same way and works just fine.

I used the vis camera and found a huge backface. I want to uncheck the mesh in the instances tab like the vis tutorial says, but I can't seem to find the right one based on the ID.

The ID is the same as the one in the RenHelp vis tutorial. The picture says, "Vis ID: 16776108" but I can't find that ID in my instances tab anywhere.

With this little information provided, could anyone help me out? If you need more info just let me know please!
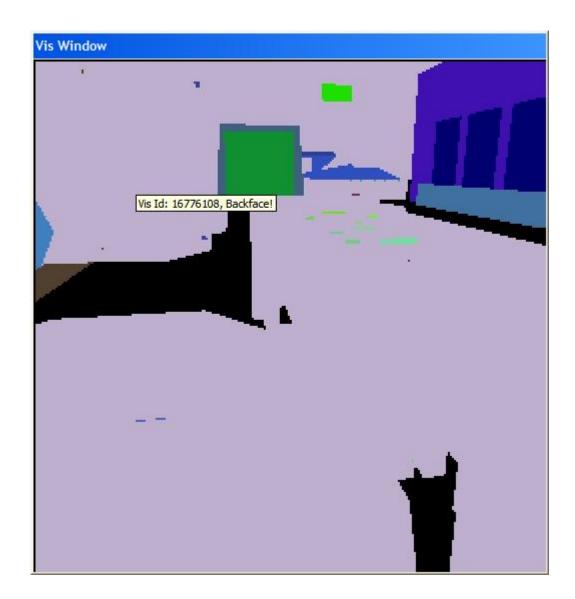
Thanks,

Burn

File Attachments
1) backface.JPG, downloaded 408 times

Vis Window

Vis Id: 16776108, Backface!

Subject: Re: HUGE Backface Problem
Posted by Burn on Tue, 10 Jun 2008 13:53:20 GMT
View Forum Message <> Reply to Message

Bump.

Is it just because the VIS system thinks this entire section is in an invalid part of the map (under a mountain)? Do I have to make a few vertical VIS planes around the base so it doesn't think it's inside a mountain or something?

I really annoyed with this problem and I've never had it before.

EDIT

YES! I found the problem. My Nod base was basically one huge mesh, and connected to that mesh I had a one-sided plane going all the way around the base that was an alpha-blended fence

(nice grammar, eh?) And behind the fence I had a rock texture come up and go over the fence and connect at the top. And, since my Nod base was one huge mesh, it just backfaced the whole freaking thing. I detached and deleted the gate faces and everything works fine. Sorry for the post!