
Subject: A very good question to all mappers
Posted by [TheKGBspy](#) on Sun, 19 Oct 2003 21:59:47 GMT
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i made my naval map for Red alert2: vengeance, wich is a total convection for renegade.

In this mod you will have navals stuff. So i started the first naval map for our mod. water is in, bumb stuff also, naval vehicle hidden plane having as option:2 sided, hide and vehicle collision checked. well th emap is done and is ok.. but there is an odd problem.

In gmax i export my map as w3d files (select renegade terrain), open it in commandos editor, modify the map (add usual stuff like building controlers, subs, ground vehicles.. etc), then i hide some mesh to compute vertex solve, save then export. when i try it in renegade all work fine, i can walk averywhere without any problems; seem in commandos editor when i was editing it the first time.

The problem is when i close the map in commandos editor,(by changing map or closing commandos editor), and i reopen it (.lvl file) all the colision is messed up! some part there is no physical colision on .. but weapon colision is on!!??

i also tried to modify the map for th efirst time, save, modify(without closing the map), save.. etc it worked, but why when i close the map then reopen it in lvl edit the collision system is messed up?

Subject: A very good question to all mappers
Posted by [Try_lee](#) on Mon, 20 Oct 2003 13:54:37 GMT
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No idea here, but is there any chance of a link to the mod website?

Subject: A very good question to all mappers
Posted by [TheKGBspy](#) on Mon, 20 Oct 2003 23:51:48 GMT
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sure there is it:

<http://www.drireign.com>

btw i made some more test... and it seems to be from the w3d.

i saved my w3d one more time after i posted yesterday. loaded in lvl edit, modified it, save, close and reopened.... everything work fine. i have saved and reload after about 5 time.. thay all worked..

then i i tough it was about the w3d max char in the name (i think limit is 13). so i saved 2 more version of my map; one with 10 chars and the other with 15 chars. both didnt worked(same bug).

so i tried to create again more terraibn set in lvl edit.. using same old w3d. the w3d who was working fine.. well worked fine in my new lvl file having a new terrain.
My tow other w3d having 10 and 15 chars.. didnt worked even in a new terrain and new lvl file....

any idea?

Subject: A very good question to all mappers
Posted by [Slicer_238](#) on Mon, 20 Oct 2003 23:54:20 GMT
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KGB how has your RA2 mod becoming along. I still play your V3mod and awaiting for the full release.

Subject: A very good question to all mappers
Posted by [TheKGBspy](#) on Tue, 21 Oct 2003 02:55:44 GMT
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heh im happy to see this.. a big fan of vengeance .

well im working hard as you see on naval stuff... im almost done with beta 2 but there this major problem with the w3d... that slow al the progress of the mod.

btw im still looking for a very talented vehicle or anything texture man

oh and this yeas i will maybe release something new for christmas(last year it was v3 race) this year im still trying to find a cool new thing to promote vengeance.. if you have any good idea post them

Subject: A very good question to all mappers
Posted by [Slicer_238](#) on Tue, 21 Oct 2003 03:39:18 GMT
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\,/,(^.^),\,/,

I remember talking to you ingame last year about that mod.

Subject: A very good question to all mappers
Posted by [TheKGBspy](#) on Sat, 25 Oct 2003 19:08:14 GMT
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anyone has an idea? any illegal char could make this?(+)

should i re-install lvledit?

ACK? anyone?

Subject: A very good question to all mappers
Posted by [Cpo64](#) on Sun, 26 Oct 2003 06:50:30 GMT
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I don't know, but I have an idea. Okay, you said you are temporarily hiding things when you are doing vertex solve right?

My suggestion is, take that stuff which you are hiding, put it in a different w3d, and then add it into the level after you do the vertex solve.

If you need me to be more detailed just ask, its late, and I am well, uh...

..zzZZ ..zzZZ

Subject: A very good question to all mappers
Posted by [TheKGBspy](#) on Mon, 27 Oct 2003 01:15:57 GMT
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i did some more test.

i did this process on another computer:

- 1- export map as .w3d
- 2- go in lvleditor and create a new terrain template
- 3- click make and saved lvl
- 4- click new map
- 5- reload the saved map

about 98% of the time the bug is made!

is that because i have too much bumb stuff? why some part would have a physical collion off even if its checked in renX?

Subject: A very good question to all mappers
Posted by [TheKGBspy](#) on Thu, 30 Oct 2003 05:41:34 GMT
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Subject: A very good question to all mappers
Posted by [Khadman](#) on Thu, 30 Oct 2003 22:02:36 GMT
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I get cannot find server when i click your link

Subject: A very good question to all mappers
Posted by [bigwig992](#) on Fri, 31 Oct 2003 12:31:43 GMT
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That's because our host changed servers. Instead of tdrmods.arzok.com (www.drireign.com), we're now just http://www.drireign.NET.
