## Subject: Poly count for flying level?? (15000)

Posted by Anonymous on Mon, 02 Dec 2002 13:35:00 GMT

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Hey ACK.....i think i figured a way to fix your repair animation problemb with glacier.The repair facilities need to have the repair animations included in the repair facility when you place it in the .gmax editor.....then you need to delete everything but the repair animation from your map(dont move it from the location where you place it).delete all unused materials.....select the animation and export it like usual as a hirearcheal animated model....this places the animation mesh in the correct coordinates for displaying them on the repair facility.Then when you enable the repair animation it should show up right on top of the repair facility where it belongs and only display during repair.I tried it with the light animation on one of the versions of the nod repair facility and it worked.....it should do the same for the arc effect.In my opinion i think glacier is a good map......it just needs a tad more done to

didnt post it in the mod forum.....where it would have been seen by the people it affects......i hardly browse any other forum but this one.I really hope they get this fixed soon.....I just released a new map......and it looks like its gonna be a while before it can be played online.Eric.