Subject: what happens when u get lag stuck?
Posted by Titan1x77 on Wed, 23 Apr 2003 18:43:18 GMT
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i tried taking out all vis mesh and just used the terrain(no vis no pathfinding)

I placed the buildings back together(so the extrior wasn't edited)

And i recieve the same problem....

I export as renegade terrain with smooth verts box checked.

i can send anyone who knows what they are doing the W3D file to be examined.

Ive spent alot of time and completed everything(including spawns,pt's
scripts,VIS,pathfinding,everything in commando)

I just cant seem to shake this problem.