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Subject: The amazing invisible mesh!

Posted by [R315r4z0r](#) on Wed, 12 Oct 2005 03:06:05 GMT

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In a map i have i made 2 tunnals for the harvesters to go into the tib. field, 1 in each base. What i did was take a box and use boolean and cut a hole into each 1. Then i made planes and put them over the bottoms to make a floor. But when i export the map to the commando editor, the 2 tunnals i made are gone except for the foor of the tunnals. Then boxes that i cut into just disappeared like they werent even there.

I checked all the settings, collitions, projectile, and made sure i didnt hide it accidentally. Also the boxes export geometry and export transform (bone)where both checked.

When in the lvl editor, i can walk onto the floors of the tunnals but i can still walk off the sides just like the mesh wasnt even there.

What should i do to get it to show up?

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