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Subject: Re: conyard floor...gone...

Posted by [crazfulla](#) on Fri, 15 Dec 2006 23:28:44 GMT

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sorry for the dbl post the edit button timed out.

I noticed, when merging the terrain w3d into renx, the terrain is all in like 5 huge meshes...you need to break them up and add VIS data...obviously there is none yet whatsoever...so it definately cant be vis sectors...see the VIS tutorial on RenHelp...I would suggest removing the ramps cause they are going to be murder to fix up, particularly since you obviously haven't done vis before...

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