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Subject: Re: crap after generating vis  
Posted by [IronWarrior](#) on Tue, 28 Aug 2007 21:00:23 GMT  
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Slave wrote on Tue, 28 August 2007 08:28 Alright, so I tried to create myself a working city\_flying.lvl file. I did so by using city.lvl and adding the flying w3ds to it. Than i discarded all vis data, and generated new vis overnight.

But now stuff like this randomly start to happen to meshes of the map.

Vehicles can drive over the grass.  
Infantry falls through the grass.  
Heli's can be pushed through.  
Vehicles can be pushed through when a heli lands on them.

At first i was like "okay, wtf". Resetting the dynamic culling system (no idea what that means but okay...) seemed to solve the problem inside leveledit. But after re-opening the map, the problem comes back just as hard.

I don't really know what's going on. Help please.

Hmm, you making it wrong.

Open a normal city.lvl

Open Terrain > Levels - Mutli Player > C&C\_Map\_City 0325f

Now add

- 1) Flying collision
- 2) flying includes
- 3) ramps

Now click Edit > Level Settings and click "Allow Flying Vehicles"

You are done.

Mod the map however you want.

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