
Subject: HUGE Backface Problem

Posted by [Burn](#) on Tue, 10 Jun 2008 00:37:03 GMT

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OK This is my biggest map and I'm finally coming to a close on it after a few months of work. I've just auto-generated the VIS points, and I'm having a huge problem. When I try to take a manual vis point I get the dreaded, "Backface Overflow Rejected!" error. This is only in the Nod base too, the GDI base is designed the exact same way and works just fine.

I used the vis camera and found a huge backface. I want to uncheck the mesh in the instances tab like the vis tutorial says, but I can't seem to find the right one based on the ID.

The ID is the same as the one in the RenHelp vis tutorial. The picture says, "Vis ID: 16776108" but I can't find that ID in my instances tab anywhere.

With this little information provided, could anyone help me out? If you need more info just let me know please!

Thanks,

Burn

File Attachments

1) [backface.JPG](#), downloaded 395 times

