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Subject: Problem with terrain loading

Posted by [bisen11](#) on Thu, 18 Mar 2010 06:55:05 GMT

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The main terrain of my map doesn't seem to load when I test it out in Renegade. It loads fine in level edit, but when I try renegade I just end up falling forever on GDI. On nod (HON is the only building in this map) the interior of the HON is in place but not the exterior.

I'm thinking it might be a RenX problem. In the past I had had a few problems with a few small things disappearing and was told by someone that doing the assign node names and assign material names usually fixed it (I didn't do this to the HON tho). So I got a habit of doing that before even testing in Ren. Doing it again doesn't seem to fix the problem, and I tried adding a teapot which I didn't do those things to, and it appeared.

So, suggestions?

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