
Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Fri, 28 May 2004 21:18:51 GMT
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Whenever I go through the process of finishing a map in Commando, when I get to Build Dynamic Culling System, Commando crashes. It isn't the level, because I tried it while not having terrain opened and it still crashed. some parts of my buildings are invisible a lot of the time, is this due to lack of Dynamic Culling? Should I try re-installing?

Subject: Build Dynamic Culling System
Posted by [YSLMuffins](#) on Fri, 28 May 2004 23:50:30 GMT
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Make sure you placed the human pathfind generator before attempting any of that.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sat, 29 May 2004 00:21:05 GMT
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Yeah, I do have a Pathfinding Generator

Subject: Build Dynamic Culling System
Posted by [YSLMuffins](#) on Sat, 29 May 2004 01:37:31 GMT
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Try Generating the pathfinding first. Then discard VIS data > repartition culling systems > Build Dynamic culling system.

See my VIS tutorial in the sticky post in this forum.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sat, 29 May 2004 13:29:08 GMT
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Okay... I'll try it... maybe I did the steps in the tutorial on renhelp were in the wrong order.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sun, 30 May 2004 01:27:32 GMT
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No.. sorry... I discarded vis data, repartition culling system, tehn dynamic culling and boom. crash. think a reinstall would fix it?

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sun, 30 May 2004 20:20:54 GMT
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Sorry for triple post... Anyone else had the same kind of problem?

Subject: Build Dynamic Culling System
Posted by [YSLMuffins](#) on Sun, 30 May 2004 20:41:25 GMT
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Computer specs?

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sun, 30 May 2004 23:16:40 GMT
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1.99ghz AMD Athlon
80gb hdd
512 mb
32mb integrated video

:\

Subject: Build Dynamic Culling System
Posted by [icedog90](#) on Tue, 01 Jun 2004 04:36:59 GMT
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I actually get this same exact problem, and I'd like to know what's up.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Wed, 02 Jun 2004 01:27:28 GMT
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Really? You answer a lot of questions as if you have tons of experience, yet you can't make a first map because of dynamic culling? Or is tehre a way around it :\

Subject: Build Dynamic Culling System
Posted by [Sanada78](#) on Wed, 02 Jun 2004 02:21:52 GMT
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I had this problem with my first map if I remember correctly. It defiantly has something to do with which order you have to do it.

Sorry I can't tell you right now, on a different computer. :/

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Wed, 02 Jun 2004 18:46:59 GMT
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Phew.. I thought i had met a dead end

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Thu, 03 Jun 2004 21:09:11 GMT
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Sanada do you know the steps?

Subject: Build Dynamic Culling System
Posted by [icedog90](#) on Fri, 04 Jun 2004 05:21:24 GMT
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Yes, I'll admit I know everything except VIS. I've never taken the time to learn it.. I don't know why. I should right away.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Fri, 04 Jun 2004 18:54:03 GMT
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What, do we have to set up VIS before we use Dynamic Culling?

Subject: Build Dynamic Culling System
Posted by [icedog90](#) on Fri, 04 Jun 2004 21:25:44 GMT
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I know a list that tells us how to do it in order.

<http://renhelp.co.uk/?tut=16>

You have to follow the same exact steps in that tutorial, and it should work.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Fri, 04 Jun 2004 23:56:30 GMT
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This is the first one i tried... over and over and nothing worked... does it work for you?

Subject: Build Dynamic Culling System
Posted by [icedog90](#) on Sat, 05 Jun 2004 01:50:39 GMT
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I suggest you take YSLMuffin's hella long VIS tutorial and you'll understand it.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sat, 05 Jun 2004 02:10:47 GMT
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My map is pretty small and really doesn't need VIS... I tried the steps tht was in the tutorial: discard vis data, repartition culling, then dynamic culling and it still crashed. :\ i'll try to reinstall tomorrow

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sat, 05 Jun 2004 15:28:56 GMT
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I have a RenegadeToolsInstaller and a RenegadeToolsInstaller2 in my temp folder. I uninstalled, then reinstalled the first. Still crashed. Installed the second. Still crashed. Each time I did Discard VIS, Repartition Culling, then Dynamic and then poof. Crash. Like i said before, I don't think VIS has anything to do with it because in the tutorial it says some maps don't need VIS, so if other maps don't even use VIS and dynamic culling works for them, then VIS isn't the problem.

Subject: Build Dynamic Culling System
Posted by [icedog90](#) on Sat, 05 Jun 2004 19:58:44 GMT
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You're still doing it wrong. You have to do ALL steps, not just the VIS steps, and you HAVE to do them in order. For example, the human pathfinder generator is the first step. Then Generate Pathfinding.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sat, 05 Jun 2004 20:26:17 GMT
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Yeah, i did every single one in order. i have 2 pathfind generators.

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Mon, 07 Jun 2004 00:04:27 GMT
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I feel like a dumbass for being such a nag... but i can't map if i don't get this solved.

Subject: Build Dynamic Culling System
Posted by [Spice](#) on Mon, 07 Jun 2004 00:45:00 GMT
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hmm i have no clue how to do this myself Ill find out how when the time comes

Subject: Build Dynamic Culling System
Posted by [YSLMuffins](#) on Mon, 07 Jun 2004 03:22:55 GMT
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Are you able to generate the pathfinding? Not the dynamic culling system, but the pathfinding, so the harvester can work?

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Mon, 07 Jun 2004 19:01:07 GMT
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it's a DM so there is no harvy.. but generate sectors (i think that's what its called; its the first option in the Pathfinding menu) works... all the other steps in the process on renhelp work except culling.

Subject: Build Dynamic Culling System
Posted by [icedog90](#) on Tue, 08 Jun 2004 04:33:26 GMT
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After I generated path finding, the "Build Dynamic Culling System" worked for me.

Subject: Build Dynamic Culling System

Posted by [Tidu](#) on Wed, 09 Jun 2004 00:13:39 GMT

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I don't know what's wrong with my commando... generate pathfinding then dynamic culling still crashes.

Subject: Build Dynamic Culling System

Posted by [BabyCatjuhh](#) on Wed, 09 Jun 2004 13:26:06 GMT

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It crashes for me too. It crashes when it's over the half of the boxes. example: I have 500.000 boxes, and then it'll crash at 280.000 or so. Really annoying.. and I did follow all the steps :/

Subject: Build Dynamic Culling System

Posted by [Aircraftkiller](#) on Wed, 09 Jun 2004 13:42:06 GMT

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You're doing something wrong with the design process in Max. Check for mesh leaks, holes, or irregularities that are in the geometry.

Subject: Build Dynamic Culling System

Posted by [Tidu](#) on Wed, 09 Jun 2004 18:59:24 GMT

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Aha, thanks ack. I tried a map with just one box and it worked... but what do you mean by holes, irregularities, etc.?

Subject: Build Dynamic Culling System

Posted by [BabyCatjuhh](#) on Thu, 10 Jun 2004 14:21:09 GMT

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AircraftkillerYou're doing something wrong with the design process in Max. Check for mesh leaks, holes, or irregularities that are in the geometry.

But the only thing I used in RenX was the Buildings-setup.gmaz and then I converted it to w3d.. :/
So that can't be it I think.. Because I didn't mess around in RenX/GMAX

Subject: Build Dynamic Culling System

Posted by [Tidu](#) on Fri, 11 Jun 2004 21:33:13 GMT

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You think it has something to do with Backface Cull in gMax? I have it set so that when i make an object it has backface cull off, so you can see it from behind (if backface cull was on you could only see the front)

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sat, 12 Jun 2004 01:33:54 GMT
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No... nevermind... Regardless of the condition of Backface Cull, it crashes. I still don't see what you mean by irregularities... How can the shape of a mesh affect the making of the map?

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sun, 13 Jun 2004 16:52:40 GMT
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Do you mean that I can't have any places that would be hard to generate pathfinding in?

Subject: Build Dynamic Culling System
Posted by [Tidu](#) on Sun, 20 Jun 2004 22:15:04 GMT
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Well, I presume that it's editable mesh, because i had a plane, shaped it a little bit and it still crashed, unlike a plain box, which works.

i read that theres correuptor fix thing for renx. you think it would fix my problem?
