Subject: level edit question
Posted by djlaptop on Sat, 26 Jun 2004 22:55:29 GMT
View Forum Message <> Reply to Message

Hi guys,

I'm a level edit / gmax n00b... all I want to do is open up some maps to take a few screenshots at angles that can't be done in-game. Most of the maps are working fine... however, I'm having some difficulty on Under and Field.

Here's what I get when I go too far up:
http://www.n00bstories.com/image.view.php?id=1345399335

Obviously the engine is not rendering items that are too far away (or maybe there's a skybox in the way or something, I have no clue). Is there a way to turn this off? I want to get an overhead view of the whole map, and when I go up too far, all I see is blue.

Thanks!

Subject: level edit question
Posted by bigwig992 on Sat, 26 Jun 2004 23:27:55 GMT
View Forum Message <> Reply to Message

Game limitation of 300Meters. Silent Kane has made a crack for this though, try getting in touch with him.

Subject: level edit question
Posted by PermaGrin on Sun, 27 Jun 2004 00:02:42 GMT
View Forum Message <> Reply to Message

in level edit just hit ATL an the + (plus) key on your number pad to increase the veiw distance. hit - (minus) to decrease it.

Subject: level edit question
Posted by SomeRhino on Sun, 27 Jun 2004 03:09:00 GMT
View Forum Message <> Reply to Message

Disable Vis.

Edit: Nevermind, you just created the terrain from the preset window. Disreguard this post.

Subject: level edit question

Posted by Spice on Sun, 27 Jun 2004 04:46:24 GMT
View Forum Message <> Reply to Message

hmm i learn something new about LevelEDIT everyday   I was gonna say just use the W3D viewer. Obviouslly that meathod wouldnt work in this case though.

Subject: level edit question
Posted by djlaptop on Sun, 27 Jun 2004 05:08:47 GMT
View Forum Message <> Reply to Message

Thanks for the help guys. The Alt+ and Alt- did it.