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Subject: Ingame Map

Posted by [obelisk70](#) on Thu, 24 Mar 2005 22:21:05 GMT

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Why is it that sometimes when i go in to play a map the Terrain objects will dissappear when i get into the level.

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Subject: Ingame Map

Posted by [IRON FART](#) on Fri, 25 Mar 2005 06:54:41 GMT

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What do you mean by "dissappear?"

Will the object turn invisible, but you can still walk into it, or soot it or something?

Or does it completely vanish as if it werent there?

If it is the first option and it just turns invisible, what graphics card do you have?

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Subject: Ingame Map

Posted by [zunnie](#) on Fri, 25 Mar 2005 11:01:07 GMT

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You need to setup VIS on your map.

Browse this forum a bit, im pretty sure there are a few tutorials for this.

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Subject: -----

Posted by [obelisk70](#) on Fri, 25 Mar 2005 22:25:46 GMT

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Just dissappears as if it was never there and i fall respon fall respon fall i'm sure thats probably happend to lots of people before lol. This time i was using terrain from a mission but it only happends once in awhile.

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Subject: Ingame Map

Posted by [danpaul88](#) on Sat, 26 Mar 2005 10:17:42 GMT

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if u use terrain meshes taken from a mission you have to have m01.mix, m02.mix, m03.mix etc in the servers data folder.

also, if you made it a .mix file, but added objects (such as terrain) in level editor instead of temp

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them then it wont work. try export as .pkg and see if it works tht way.

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Subject: --

Posted by [obelisk70](#) on Sat, 26 Mar 2005 21:31:38 GMT

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Thankx your right i had deleated all the missions mix files to reduce the size of the game so i could easly send it to my other computers for lanplay.

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