
Subject: Mix maps Help

Posted by [Gen_Blacky](#) on Tue, 06 Feb 2007 23:08:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

i making a map and i export as a mix and it works but sometimes when i edit somthing then resave it my guys just fall through the map does any 1 no y or how 2 fix

Subject: Re: Mix maps Help

Posted by [R315r4z0r](#) on Wed, 07 Feb 2007 03:01:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you set the collision options for the map?

You need to tell it what you want to be able to physically bump into.

Select all the things of your map that you don't want to be able to go through, then go to the utilities tab on the top right side of the tab bar (Hammer)

On that tab, click W3D tools, then scroll down. Select: Physical, Camera, Vehicle.

Physical: All objects of the game will react to this and collid with it.

Camera: The camera angle behind your person in game will be blocked from going beyond this mesh

Vehicle: Blocks all vehicles from going through a mesh. (Select this without selecting physical to only block vehicles but not characters)

Subject: Re: Mix maps Help

Posted by [Gen_Blacky](#) on Wed, 07 Feb 2007 03:46:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

the w3d is fine. I think i found my problem mix wont work until i generate sectors.
