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Subject: HUGE Backface Problem

Posted by [Burn](#) on Tue, 10 Jun 2008 00:37:03 GMT

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OK This is my biggest map and I'm finally coming to a close on it after a few months of work. I've just auto-generated the VIS points, and I'm having a huge problem. When I try to take a manual vis point I get the dreaded, "Backface Overflow Rejected!" error. This is only in the Nod base too, the GDI base is designed the exact same way and works just fine.

I used the vis camera and found a huge backface. I want to uncheck the mesh in the instances tab like the vis tutorial says, but I can't seem to find the right one based on the ID.

The ID is the same as the one in the RenHelp vis tutorial. The picture says, "Vis ID: 16776108" but I can't find that ID in my instances tab anywhere.

With this little information provided, could anyone help me out? If you need more info just let me know please!

Thanks,

Burn

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### File Attachments

1) [backface.JPG](#), downloaded 701 times



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Subject: Re: HUGE Backface Problem  
Posted by [Burn](#) on Tue, 10 Jun 2008 13:53:20 GMT  
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Bump.

Is it just because the VIS system thinks this entire section is in an invalid part of the map (under a mountain)? Do I have to make a few vertical VIS planes around the base so it doesn't think it's inside a mountain or something?

I really annoyed with this problem and I've never had it before.

EDIT

YES! I found the problem. My Nod base was basically one huge mesh, and connected to that mesh I had a one-sided plane going all the way around the base that was an alpha-blended fence

(nice grammar, eh?) And behind the fence I had a rock texture come up and go over the fence and connect at the top. And, since my Nod base was one huge mesh, it just backfaced the whole freaking thing. I detached and deleted the gate faces and everything works fine. Sorry for the post!

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