Subject: [Fixed] - Help me with RenX problem
Posted by Dante on Sat, 05 Apr 2003 06:25:37 GMT
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http://www.n00bstories.com/image.fetch.php?id=1404980990

Faces are appearing reversed... but in RenX they are correct, and yes i tried reversing them in
RenX, and it just got worse...

ANY suggestions would be nice

Subject: [Fixed] - Help me with RenX problem
Posted by General Havoc on Sat, 05 Apr 2003 08:58:11 GMT
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Yeah it's a problem that occurs normally when you use the create face or create polygon tool. It
can also accur when just editing a mesh to make a hole around a object in the ground or just
editing the mesh in general. It seems to make the faces in reverse as you can see the non culled
face from the back of the mesh. I'd ask Sir Pheonix because he has a good knowledge of using
3DS and Gmax so he might know a way around this. Hope you figure it out anyway.

_General Havoc

Subject: [Fixed] - Help me with RenX problem
Posted by Dante on Sat, 05 Apr 2003 09:12:59 GMT
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thanks, how do i get ahold of him, cause i REALLY don't want to redo this map

Subject: [Fixed] - Help me with RenX problem
Posted by bigwig992 on Sat, 05 Apr 2003 10:39:28 GMT
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Yeah, that just happned to me too, when I went into commando, alot of my terrain had that
problem.

Subject: [Fixed] - Help me with RenX problem
Posted by Sk8rRIMuk on Sat, 05 Apr 2003 12:45:10 GMT
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Dantethanks, how do i get ahold of him, cause i REALLY don't want to redo this map

Try sirphoenixx@planetcnc.com but he will reply sooner or later anyways.

-Sk8rRIMuk

Subject: [Fixed] - Help me with RenX problem
Posted by Sir Phoenixx on Sat, 05 Apr 2003 14:31:21 GMT
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They appear messed up, but when you look at it in Renx they don't? What do they look messed up in? Commando?

If it looks correct in Renx, but it's messed up in Commando, then most likely it isn't a Renx problem, but a Commando (or a problem with exporting...). Are you able to pinpoint the problem to Renx?

Subject: [Fixed] - Help me with RenX problem
Posted by SomeRhino on Sat, 05 Apr 2003 15:31:08 GMT
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I think that happens when you build a backface on the same 3 verts as a frontface. Delete the polys and rebuild them all facing the same direction.

Subject: [Fixed] - Help me with RenX problem
Posted by Sir Phoenixx on Sat, 05 Apr 2003 15:38:12 GMT
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If that's the case... Turn the terrain over, go into sub-object and turn on ignore backfacing, and select all of the polygons, and hit delete... It should only delete the bottom faces...

Subject: [Fixed] - Help me with RenX problem
Posted by Dante on Sat, 05 Apr 2003 19:42:51 GMT
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Sir PhoenixxIf that's the case... Turn the terrain over, go into sub-object and turn on ignore backfacing, and select all of the polygons, and hit delete... It should only delete the bottom faces...

uhmm, not to n00b out here.. but...

go into sub-object...

its a plain?

Subject: [Fixed] - Help me with RenX problem
Posted by General Havoc on Sat, 05 Apr 2003 19:47:16 GMT
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Unless you're saying you made a plane and it was created with holes in it then I take it you converted it to an editable mesh. The sub-object mode is one of the 5 modes that appear when you converted it to an editable mesh (Vertex, Edge, Face, Polygon, Element). Hope this helps out a little.

_General Havoc

Subject: [Fixed] - Help me with RenX problem
Posted by Dante on Sat, 05 Apr 2003 19:53:02 GMT
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huh, imagine that... i know shit about the terminology, but functionality im all over, let me give it a go real quick...

Subject: [Fixed] - Help me with RenX problem
Posted by Dante on Sat, 05 Apr 2003 20:36:14 GMT
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Thanks for you help guys, i just had to delete the troublesome faces, wierd, the backfacing thing didn't work

but, its fixed, and didn't take long

so BACK on schedule i go

Subject: [Fixed] - Help me with RenX problem
Posted by General Havoc on Sat, 05 Apr 2003 20:42:26 GMT
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Okay, good to hear that. If you need any more help, you know where to find us

_General Havoc