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Subject: Objects not appearing, GMAX  
Posted by [Sanada78](#) on Wed, 16 Apr 2003 20:04:39 GMT  
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I am at near completion of my first map but I have a problem. I find that when I export it and then open it up in W3D viewer some of the objects just don't appear like they weren't there in the first place. This is really odd because some of the objects have the exact same settings but a few of are and the collision settings at set to. I can't understand why this is happening, I have changed numerous settings such as disabling UVW mapping, taking away the texture but still it won't appear.

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Subject: Objects not appearing, GMAX  
Posted by [NeoSaber](#) on Wed, 16 Apr 2003 21:09:54 GMT  
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Do several objects in the map have long/similar names? Names are limited to 15 characters maximum I think. If you have two objects, each with 15+ character names and the only differences in the names come after the 15 limit, you'll end up with two objects with the same name, and only one will properly appear.

Example:  
GroundObjectExterior01  
GroundObjectExterior02

Both of these would export as something like GroundObjectExt, giving you two objects with the same name. That causes problems like an object not appearing.

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Subject: Objects not appearing, GMAX  
Posted by [Sanada78](#) on Wed, 16 Apr 2003 21:42:00 GMT  
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My objects do have long names and have similar names. I didn't think the name could be a problem, I'll change some of the longer names to smaller more unique names and see if that fixes the problem.

thanks Neo

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Subject: Objects not appearing, GMAX  
Posted by [Sanada78](#) on Wed, 16 Apr 2003 23:44:44 GMT  
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Sorry to be a pain in the ass but now I have a problem with it in Commando Editor. When I open it up it simply doesn't appear but if I click on the stick man to go into that mode I see bits of the map

flicker/appear slightly then disappear again. God, can't anything just WORK.

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Subject: Objects not appearing, GMAX  
Posted by [Ingrownlip](#) on Wed, 16 Apr 2003 23:58:20 GMT  
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I'd recommend using the tutorials in the thread at this forum.

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Subject: Objects not appearing, GMAX  
Posted by [Sanada78](#) on Thu, 17 Apr 2003 00:10:08 GMT  
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to download on my 56K and it might not even answer my question so it's quicker just to get expert advice.

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Subject: GMAX  
Posted by [Garth8422](#) on Thu, 17 Apr 2003 00:47:46 GMT  
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In GMAX open your map file, then hit H key, that should list all the meshes on a Menu. now look for any names that are too long or duplicated. fix those. also You can highlight one and click on the select button, now close the H window and check the W3dtools tab and make sure all the settings are correct. I always uncheck EXPORTGEOMETRY(bone) box unless Im making Bones. then make sure the NORMAL dot is ticked (unless you are doing a Worldbox or something) and then double check your Collision options.

If it still dosnt work, the file may have gotten corrupted. Always save GMAX files with different names at each save. like CNCMAP01.gmax, CNCMAP02.gmax and so on.

and oh yeah, KANE LIVES!

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Subject: Objects not appearing, GMAX  
Posted by [Sanada78](#) on Thu, 17 Apr 2003 14:09:52 GMT  
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It's strange my map opens fine in W3D viewer, all textures appear etc but it just won't appear in Commando. I noticed that when I export my map it says "Enable Multi-Texture Transparency", would this have anything to do with it not appearing?

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Subject: Objects not appearing, GMAX  
Posted by [maytridy](#) on Thu, 17 Apr 2003 14:19:49 GMT  
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"Enable Multi-Texture Transparency", usually means you have multiple textures on one object or you have a transparent or translucent texture. In most cases, you would want to click yes.

Make sure your map is centered in gmax, because when you open commando, you spawn at 0,0, (whatever height). If you are more than 200m away from an object, you will not be able to see it.

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Subject: Objects not appearing, GMAX  
Posted by [NeoSaber](#) on Thu, 17 Apr 2003 23:19:26 GMT  
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Sanada78I noticed that when I export my map it says "Enable Multi-Texture Transparency", would this have anything to do with it not appearing?

I think that happens when a texture's Pass 1 is set to have alpha blending of some kind. I don't know if it causes problems, but if it were me I'd get rid of the extra alpha blending to see if that fixes your problem.

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