
Subject: Wheres my terrain?

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 12:25:02 GMT

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

ok so i have created a map using renx, and i have also created the buildings and men spawners and everything else, but when i try to play my map online my man appears to be moving but there is no terrain just the blue sky and the sun, and he seems to be spinning round....

can any1 help if they can it is much appreciated.

Subject: Wheres my terrain?

Posted by [General Havoc](#) on Mon, 07 Jul 2003 13:36:46 GMT

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

Have you setup the W3D settings on your terrain? Also make sure your W3D file name is less than 17 characters long, keep it short like GHA_Map01.W3d or someting.

_General Havoc

Subject: when u say w3d settings.....

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 13:39:08 GMT

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

when u say w3d settings do u mean collisions cos i have done them, camera,visual and projectile, my w3d name is... HEH-HOMETOWN

a map of our clans hometown ,

Subject: Wheres my terrain?

Posted by [pulverizer](#) on Mon, 07 Jul 2003 13:44:37 GMT

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

no, he means select Terrain when exporting.

when you export your map to w3d, there must pop-up a screen. there are settings like, terrain, pure animation and such. you must select, "terrain".

Subject: oh ok

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 13:45:16 GMT

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

yes i selected renegade terrain

Subject: Wheres my terrain?

Posted by [pulverizer](#) on Mon, 07 Jul 2003 13:49:37 GMT

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

strange...

and you can see your level in the commando level editor?

Subject: yes....

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 13:50:43 GMT

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

yes i can see it fine.

its just when i go to start the game its comes up with the sun and like a circle of blue underneath, the kind that u sometimes get in serious lag.

Subject: Wheres my terrain?

Posted by [pulverizer](#) on Mon, 07 Jul 2003 13:53:34 GMT

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

hmmm.. then there must be something wrong...

don't you see anything from your map? even not the commando objects???

Subject: no....

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 13:55:18 GMT

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

all i see is what u would have if u had not selected a model for your terrain.

i persume i exported the mod right.....

export mod save as "map01.mix" in the renegade data

?

Subject: Wheres my terrain?

Posted by [pulverizer](#) on Mon, 07 Jul 2003 13:58:00 GMT

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

that must be the problem, you exported in the wrong way. when you export it as .mix you must be carefull. if you make a mistake, your map is gone.

check for a tutorial for saving as .mix

Subject: Wheres my terrain?

Posted by [General Havoc](#) on Mon, 07 Jul 2003 13:58:49 GMT

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

See if it workes in PKG format first.

_General Havoc

Subject: ummmm i did....

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 13:58:57 GMT

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

i did it and it said to do that, do u know of a tutorial that has the correct way to export?

edit: how can u see if it works in pkg format? sorry i dont know

Subject: Wheres my terrain?

Posted by [General Havoc](#) on Mon, 07 Jul 2003 14:00:12 GMT

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

Yeah your exporting wrong for sure. MIX formant requires your map to be named C&C_Map.mix and there can only be one map file. Get the tutorial from <http://www.renhelp.co.uk> in the tutorials section.

http://www.renhelp.co.uk/Tutorials/TUT_Mix

_General Havoc

Subject: Wheres my terrain?

Posted by [pulverizer](#) on Mon, 07 Jul 2003 14:00:35 GMT

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

here is a tutorial for saving as .mix.
http://renhelp.laeubi-soft.de/Tutorials/TUT_Mix/

I've never tried it, but it should work.

Subject: THANKX

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 14:01:28 GMT

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

thank for your help guys its much appreciated, i heard a post about not being friendly in here,

good to see theres some people

Subject: Wheres my terrain?

Posted by [General Havoc](#) on Mon, 07 Jul 2003 14:06:58 GMT

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

The Renegade Mod FAQ contains a lot of useful information too at
<http://www.renhelp.co.uk/Tutorials/FAQ>

_General Havoc

Subject: thanx

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 14:07:41 GMT

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

thanx

Subject: Wheres my terrain?

Posted by [mike9292](#) on Mon, 07 Jul 2003 16:39:26 GMT

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

and make sure u put some player starts on your map

Subject: Wheres my terrain?

Posted by [Lynqoid](#) on Mon, 07 Jul 2003 16:42:39 GMT

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

thanx for all ur helps guys i have successfully got my map working now i have just got to make it alot smaller, the buildings that is, and create tiberium fields and stuff, thankyou, ill let you know when HEH's-Hometown is finished

Subject: Re: Wheres my terrain?

Posted by [General Havoc](#) on Mon, 07 Jul 2003 16:43:03 GMT

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

Lynqoidmen spawners

He did it already. The problem was he method of making the MIX file that made the map not work.

_General Havoc
