Subject: Problems when putting hill/ramps in my maps.
Posted by CnCsoldier08 on Sun, 15 Feb 2004 19:31:07 GMT
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When I put hills leading up to the cliffs in my maps, then go to test it in LE, there are parts where i can completely see through it, but i can walk on it. What is the problem and how do I fix it

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Subject: Problems when putting hill/ramps in my maps.
Posted by Fabian on Sun, 15 Feb 2004 23:15:41 GMT
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Select the ramp,
Press the hammer button on the right menu,
Go to W3D options,
Enable "2Side".

Subject: Problems when putting hill/ramps in my maps.
Posted by Deafwasp on Mon, 16 Feb 2004 04:01:47 GMT
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The invisible parts that block you are the back face of a plane that has collision settings, If you want to see them, do the 2 sided thing Seal suggests, If you want that not to be there, go back into Renx and move stuff.

Subject: Problems when putting hill/ramps in my maps.
Posted by Aircraftkiller on Mon, 16 Feb 2004 04:52:01 GMT
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That's half-assing it. You've got double-backfaces, Renegade treats one as the proper side, so you have to look underneath the mesh and delete the offending polygons that are facing the wrong direction, problem fixes itself then.

Subject: Problems when putting hill/ramps in my maps.
Posted by Deafwasp on Mon, 16 Feb 2004 05:24:50 GMT
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But what if the polygons your saying he should delete is... lets say, the ceiling of a cave that is poking out the above ground? He can't really delete that then.

Subject: Problems when putting hill/ramps in my maps.

Posted by Cpo64 on Tue, 17 Feb 2004 01:00:09 GMT

Make it so it doesn't poke threw the ground?