Subject: Mapping Problem-Unable to split node.
Posted by bigwig992 on Thu, 10 Jul 2003 19:38:46 GMT

I get unable to split node all the time, I don't know what it means, but it doesn't relate to your problem.

1. Your w3d name, make it something short like "dam.w3d".

2. Think about it, single player levels were HUGE, so the dam was probley off in like 500,254, 100. In other words, look around your level. It could be anywhere, don't expect it to pop up right in the middle. Try using the instances tab, double click on terrain, then your terrain model, it should have abunch of different mesh names. Click on any one of them, and click "go to". If that doesn't work, try it with the w3d model itself. If all else fails, go back into RenX, write down the x y z (make sure your using metric measurements), go back into commando, click on camera, then fill in the x y z in there. Then SAVE so you don't have to go through that mess any more.

Hope this helps.