Subject: Missing parts after export?
Posted by Naamloos on Sat, 18 Dec 2004 17:53:58 GMT
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After i exported my map from renX to .W3D it was missing some small parts.

I tried to export it again but no effect. They look fine in renX.

Anyone know how to fix this?

Subject: Missing parts after export?
Posted by Spice on Sat, 18 Dec 2004 18:24:58 GMT
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Uncheck "hide" in the W3D tools?

If that doesn't work try to flip all the normals and try again. Rarely the normals are reversed ona peice of mesh. I had that happen the other day.

Subject: Missing parts after export?
Posted by Oblivion165 on Sat, 18 Dec 2004 19:00:24 GMT
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Sounds like your meshes are named longer than they should be.

Select all meshes goto: (Hammer ~ W3d Tools ~ Assaign Node Name)

name it something short

Subject: Missing parts after export?
Posted by Hav0c on Sat, 18 Dec 2004 21:07:25 GMT
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Look for hidden meshes and delete them. Think the key is "h" it lists all the items in ur scene if theres some randomn thing thats nothing to do with the map delete it.

Subject: Missing parts after export?
Posted by Naamloos on Sat, 18 Dec 2004 21:08:15 GMT
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The "hide" box is unchecked.

About the names, well they do use the longest names, ill try it...

Subject: Missing parts after export?
Posted by laeubi on Sat, 18 Dec 2004 21:24:47 GMT
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Use max 15 Chars for Mesh names

Subject: Missing parts after export?
Posted by Naamloos on Sat, 18 Dec 2004 21:25:49 GMT
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It works! Thanks!

Subject: Missing parts after export?
Posted by Oblivion165 on Sat, 18 Dec 2004 22:31:18 GMT
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Np