

Compile Errors

A list of compiling errors (for mapping) that have been collected over several forums/posts and a way to remove the errors.

NUMVISBYTES 00000000 Exceeds 2091952

The amount of Visible faces in your map is to large and needs to be reduced.

Solution

Caulk brushe not seen by the player

Detail(the 1:st one on the rght click menu brushes should turn Green)As many brushes as you can

EXCLUDING

Sky Box

Models *need to confirm that

Brushes which the player walks on floor/stairs.

Anything OTHER than then Detail.

Detailing stuff

I would detail buildings

and round objects

any prefabs

if you do this make sure they are as good as you can make them, as the compiler wont touch them

if it's still too big then start removing stuff that you thing might not be important for the map to look

good and still play good

example...

if you have 5 tanks try removing 2 of them see what happens

(By: Kdjac)

"Fence mask (000 000 000 00 0 0)

Use no draw "

Happened me on a brush that ahd a wall texture on one side and trees on the other ie Background effect and wall =bad.

This error is unimportant and easily rectified.

(By: Kdjac)

Cannot find model/*inssert model name here*

check to see if path to model is right

if it is then you need to load it in your precache

(By: Kdjac)

"Leaf saw into Portal"

This occurs when there are too many small brushes or brushes intersect at odd angles and is usually the result of sloppy work, but not always. A few of them are no problem, a lot of them will effect the rendering and/or performance of your map.

(By: Balr14)

Explanation:

Here's a explanation written by SmallPileofGibs in the Level Editing forum at www.quake3world.com:

This is caused by creation of a leaf-node with an angled face-plane, which is split into more than one portal. Portals are the surfaces of a leaf-node, stored as floating point numbers. Tiny innacuracies can cause two planar portals from the same leaf not to be stored as perfectly planar, so part of that leaf is able to see itself (not supposed to happen because leafs are convex). This can cause HOM in some cases - I think it may be related to the infamous "vis bug".

The angled portals are usually created when you have a non-axial brush face or a non-axial hint brush. Most of the time the angled portals cause no error, and even when they do the error causes no problem. If you see a HOM it may be caused by this tho.

The angled portals are usually created when you have a non-axial STRUCTURAL brush face (including hint brushes, NOT including curves or detail brushes).

Note: an axial plane is a plane parallel to the plane $X=0$, $Y=0$ or $Z=0$. i.e. a plane which looks like a line when seen from two sides in the 2d view, while facing the third view head-on.

Solution:

Make the non-axial brush detail or remove the non-axial hint brush.

(By: TheStorm)

Node at 0 . 0 . 0 . 0

I believe this means you have created an invalid brush. You don't run into these very often, but as luck would have it, I just got this message last night. The easiest way to find these things is to go ahead and compile the map, then go into the game and walk around. I'm pretty sure I'll notice it, but I didn't get a chance to try it last night.

(By: Kdjac)

I know it's created an invalid brush, but I walked all over that entire Prado2 map (in game) looking for it and never found a thing that looked odd.

Added on 8/21:

Yeah, I found it. It was difficult because it wasn't really very bad, it just had 2 strange vertices that didn't display, but they are hidden from view. As I'm redoing the Prado2 terrain, I probably create at least 150 - 200 invalid brushes. Fortunately, I recognize I've done it immediately and just back up to the previous saved version (I save a lot). But, there's always one or two that get past me. Anyway, to complete the meaning of the error message:

This means you have created an invalid brush; either by clipping, rotating or vertex manipulation. They have no valid XYZ co-ordinates or brush number, so they are difficult to find. The manner in which they are rendered "in game" is unpredictable, but there is usually something that helps identify them (a face that won't display, an odd shape, you can fall or walk through it, etc.).

Within the editor, they will appear normal or not at all. If it displays, you won't be able to select it. You can't repair these brushes, all you can do is get rid of them. Since you can't select it and may not be able to see it, the only way to get rid of it is to draw a box around where it is (or where you think it is from the in-game view), do select inside and delete.

If you do a lot of vertex manipulation, especially with triangles, here's a tip. Do NOT manipulate vertices of a triangle that has had part of it clipped off (like a corner removed). Restore the triangle to it's original shape, then manipulate vertices, then clip it again.

(By: Balr14)

3.7% Fewer faces --25000 faces from 26000 (1000)removed

BSP breaks everything down into triangles (leaves). During the process, it found adjacent triangles on the same plane with the same properties, so it removed one and extended the first leave.

(By: Balr14)

**duplicate brush 1
duplicate brush 2
duplicate brush 3
duplicate brush 4
duplicate brush 5
duplicate brush 6
duplicate brush 7
duplicate brush 8
duplicate brush 9**

etc right down to the last brush in the map

2 brushes are occupying the same space.

use rogue tools plugin to remove them.

(By: Kdjac)

Exceeded Max points on winding:

>>>>You have created a structure that has more than 64 vertices on the same axis. Some sort of spiral or wavy surface would be my guess. *(By: Balr14)*

Originally posted by Vampir

max ending points also means too long of one solid brush.....I made a long fence it was big long brush and it said that I had max winding points exceeded etc one I broke up the brush it worked fine

The physical length of your brush was not too long. It was a transparent texture, so the surface context flags are what made it too long. But, I missed it (boo! hiss!). *(By: Balr14)*

Spherical lighting Error..Ran put of space in the Sphere Array:

>>>>Too many lights or too many vertex surfaces to light. *(By: Balr14)*

func_door error-Move-to setting. Door has a negative speed rating:

>>>Bad direction or angle, like -1. (Can't use this for up anymore). (By: Balr14)

Brush 5468 Mirrored Plane:

>>>Not necessarily an error. You should be concerned if you have a lot of these, otherwise, ignore it. It is caused by conflicting context flag settings on 2 brush faces, from bad clipping or selecting an inappropriate texture. (By: Balr14)

WindingFromDrawSurf failed: MAX_POINTS_ON_WINDING exceeded

This often happens when you have a lot of brushes touching one brush, like 64 (which is meant to be the limit) or more, all touching the same brush. Imagine you have made a fence with one brush above and have 64 or more brushes up against it then you will have to divide the brush above into several brushes so that each brush doesn't touch more than 64 of the other fence brushes!

MAX ORIGINAL EDGES

I can't recall which Q3 based game it was (it didn't do well), but there was a very similar message that was the result of brush fragments caused by imprudent use of CSG subtract. The map I saw this on had literally hundreds of little odd shaped fragments.

Matchtoken ("{") failed at line 2 in file scripts/wsnap_gear.shader

you have a shader incorrectly setup

```
}  
{  
}  
{
```

Those things have to be in perfect line as they are in game.

Or

You have custom pk3s in your MOH/main directory, I'll bet. That's a violation of the number 1 rule in mapping. NEVER, NEVER have anything but the base pk3 files in your primary game directory when you are mapping.

Brush # Duplicate Plane

Get Rogue brush repair to fix the duplicate plane problem.

LoadPortals: NumVisBytes 2653064 exceeds 2097152

Too much vis data. You are going to have to do some work with detail brushes, area portals, vis brushes and vis leaf groups to get this number down.

warning, leaf portals can see through leaf

Hey, I fixed this bug by loading the map and while the whole map was highlighted, I jogged it around the grid and then tried to compile it and it compiled like a dream..