

# The Ultimate Compile Errors List V2

(By: Shadow)

This list has been created by the hand of various other lists and forum posts out there. This list will show all the possible (known) compile errors, when trying to compile a map, and their (possible) fixes.

Some Errors have multiple descriptions and/or solutions, this is due to different sources, having different views on the matter, thus all the info is included for your convenience and you can figure out what solution is best for your situation. The multiple descriptions are separated by "1)" & "2)".

Credits: eyeronik, The Rjukan Project, Kdjac, Balr14, SmallPileofGibs, TheStorm, Pantera, Accadacca, Bdbodger, Tltrude, LizardKid

Error	Description/Fix
3.7% Fewer faces --25000 faces from 26000 (1000)removed	<p>1) 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.</p> <p>2) 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</p> <p>2 brushes are occupying the same space.</p> <p>Use rogue tools plugin to remove them.</p>
aas_point arena num: aas not loaded	<p>This is normally where you are trying to load a single player map and you haven't got any .aas files. Also remember to use "/spdevmap yourmapname" to load up.</p> <p>For each single player map you make you need two .aas files, these are information for the AI, you only need to compile them using a tool, and they must relate to the same name as your map.</p>

<p><b>Backwards Tree Volume</b></p>	<p><b>1)</b> The brushes that are touching the void are not structural. Select them, right-click on the 2D view, and select "Make Structural".</p> <p>Try to think of structural brushes as your foundations, walls and roof/sky of your map, and detail brushes are everything that sits inside your map, furniture, decorations, paint on the walls etc.</p> <p><b>2) PROBLEM:</b> This error appears in multiple situations, if:</p> <ul style="list-style-type: none"> <li>- Your map is not fully enclosed (it leaks).</li> </ul> <p>Pantera wrote:</p> <p>You get a backwards tree volume error instead of a leak when the compiler can't plot a course from the first entity to the point of the error, to place in the point file. This probably means the entity was exposed to the void. If it had been inside a building and the compiler could plot a course through the building to the void, it would have valid point file data and a leak.</p> <ul style="list-style-type: none"> <li>- You have a bad brush somewhere. Hard to trace, possibly it's the terrain if you have some.</li> </ul> <p><b>SOLUTION:</b> Make sure you have a structural skybox if you're working on an outside map. In general make sure there are no leaks. If the error persists, you can use Rogue's plug-in to purge bad polygons. Just extract the file to a /plugin folder within your Radiant directory.</p>
<p><b>Bad PointToPolygonFormFactor</b></p>	<p>This is some sort of patch/mesh error, some say it's caused by large patches and you can ignore it if it doesn't cause any problems. Also it is said that it can occur from a patch/mesh being too close to a sky texture.</p>
<p><b>Brush # Duplicate Plane</b></p>	<p>Get Rogue brush repair to fix the duplicate plane problem.</p>
<p><b>Brush 5468 Mirrored Plane</b></p>	<p>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.</p>
<p><b>Brush with no normal</b></p>	<p>A brush has a dodgy face. Usually means that you can't see it in the editor, but can in the map (in game).</p> <p>You can use bobs tools: brush cleanup to get rid of these in some situations. In other situations you might have to search your map file (in notepad) and look for decimal points (in the first 3 numbers in the brackets) and round them off (get rid of the decimal point). Also you might of manually rotated a patch and it's went all funny, best not to rotate patch meshes manually (by using rotate and then move the mouse around to move them).</p>

Cannot find model/xxxxxxx	Check to see if path to model is right, if it is then you need to load it in your precache.
Couldn't find 'models/xxx/xxx.map'	<p><b>PROBLEM:</b> The model you're using doesn't have a model map in pak0.pk3. Therefore this model will be non-solid in game.</p> <p><b>SOLUTION:</b> Create your own model map by following the instructions of the Model Maps tutorial at .MAP Tutorials. Also: some models you don't <b>want</b> to be solid, like a hanging lightbulb... it should not block a player. In that case this is a "good" error :)</p>
Couldn't find bsp	Usually means you didn't put in /sv_pure 0 before you loaded your map, you must use /sv_pure 0 for mp maps otherwise it won't load. Can also occur very rarely where your map is there yet it doesn't seem to see, try renaming it and it normally works.
Couldn't find image for shader noshader	You might see this pop up now and again, it usually means a slight error in a shader, but it can usually be ignored with no problems.
DispatchBSPCommand failed with a COM exception	A problem with gtkbuild and q3build, you must have the .dll in the plugins folder and it needs to be compatible with the editor or it will give this error, with wolf you probably won't be using any of these compilers anyway, but if you are somehow this might occur.
DOWNGRADING TO OLD ANIMATION FORMAT	<p><b>PROBLEM:</b> You've used an old model in your map. Possibly the .skc file in the /newanim folder is missing. These models will generally suffer from severe LOD changes, causing them to look crap from far away and at lower detail settings.</p> <p><b>SOLUTION:</b> Use another model or don't mind.</p>
Entity reached from outside -- No Filling -- Leaked!	<p>You have a leak from the outside of the map to the inside. Or you pushed your skyboxes all the way to the end of the grid.</p> <p><b>Solution 1:</b> Get into radiant, select "Pointfile..." from the File menu, you will now see a red line from the void into your map. Fix the error found.</p> <p><b>Solution 2:</b> Move back the skybox, away from the end of the grid (e.g. in 32 units) and that should fix it.</p>
Entity xxx of type 'xxxx' leaked	<p><b>PROBLEM:</b> Not sure why the compiler complains about this. It seems to happen when you clone entities (space bar).</p> <p><b>SOLUTION:</b> Recreate the entities that cause the problem. Find them in Radiant by using the misc -&gt; find entity / brush function.</p>

<p>Entity 445 of type 'light' leaked</p>	<p>The common factor for these warnings were that they were <b>near</b> under a <b>common/caulk</b> texture.</p> <p><b>The problem</b> occurred in this scenario:</p> <ul style="list-style-type: none"> <li>• There is a floor/ceiling brush, 8 units thick, textured on both floor and ceiling side.</li> <li>• Directly under the floor/ceiling brush is a light entity.</li> <li>• Directly over the floor/ceiling brush is a box textured with some nice "boxy brushes". <b>BUT</b>; the texture against the floor is a <b>common/caulk</b> texture. This makes sense because it should never be seen...</li> </ul> <p>This is not a situation where I would expect a leak... but apparently the compiler sees the light as ( at least ) 8 units bigger than the box shown in Radiant, and therefore it leaks over the floor/ceiling brush and into the <b>common/caulk</b> texture. And if this is true, it really IS a leak... it's just not an obvious error to detect.</p> <p><b>Solutions:</b></p> <ul style="list-style-type: none"> <li>• Move the light and/or the common/caulk textured brush so that the light is not directly under the common/caulk textured brush...or...</li> <li>• Move the light downwards...or...</li> <li>• Texture the face with the common/caulk texture with something less leaky.</li> </ul>
<p>Entity xxx, Brush xxx: degenerate plane</p>	<p><b>PROBLEM:</b> A degenerate plane is created by using the vertex editing feature in a wrong way. This error can result in very weird glitches, including random faces all over your map and infinite brushes.</p> <p><b>SOLUTION:</b> Use a plugin (e.g. <a href="http://homepage.eircom.net/~kdja4/kdja/Plugins.ace">http://homepage.eircom.net/~kdja4/kdja/Plugins.ace</a>) to remove the given brush. Be careful with vertex editing in the future.</p>
<p>Entity xxx, Brush xxx: duplicate plane</p>	<p><b>PROBLEM:</b> One brush has at least two identical faces, causing overdraw and thus lower framerates in game. This happens when you draw two edges over each other in the editor, for example to make a 3-sided brush out of a 4-sided one. If you want to do this, use the ctrl + 3 method instead.</p> <p><b>SOLUTION:</b> Recreate the brush or use a plugin (e.g. <a href="#">Rogue's</a>) to remove it. Never draw two edges over each other anymore.</p>
<p>Fence mask (000 000 000 00 0 0) Use no draw</p>	<p>Happened me on a brush that had a wall texture on one side and trees on the other i.e. Background effect and wall = bad.</p> <p>This error is unimportant and easily rectified.</p>

FloatPlane:bad normal	<p><b>1)</b> Not too common error, this seems to occur after some vertex manipulation gone wrong, check your vertexed shapes for irregulars and you can try deleting vertexed shapes that disappear when you try vertexing them. I'm not 100% sure but you could also try using bobs tools in the plugins, and select brush cleanup which should delete bad brushes for you.</p> <p><b>2) PROBLEM:</b> Somehow you've created an invalid brush in your map. At least one face of this brush will be invisible in game. This usually is the result of careless vertex-editing.</p> <p><b>SOLUTION:</b> Use a plugin (e.g. <a href="#">Rogue's</a>) to remove bad brushes. Be careful with vertex editing in the future.</p>
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).
Leaf has too many portals	Generally means that you have a very complicated brush someplace probably with a lot of faces and is far too irregular and complex so the map wont compile so you need to make it less complex.
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..
Leaf saw into Portal	<p><b>1)</b> 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 affect the rendering and/or performance of your map.</p> <p><b>2) Explanation:</b>  Here's a explanation written by SmallPileofGibs in the Level Editing forum at <a href="http://www.quake3world.com">www.quake3world.com</a>:</p> <p>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 inaccuracies 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".</p> <p>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 though.</p> <p>The angled portals are usually created when you have a non-axial STRUCTURAL brush face (including hint brushes, NOT including curves or detail brushes).</p>

	<p>Note: an axial plane is a plane parallel to the plane <math>X=0</math>, <math>Y=0</math> or <math>Z=0</math>. 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.</p> <p>Solution: Make the non-axial brush detail or remove the non-axial hint brush.</p>
Leak error	<p>Everything is built into a void and all entities cannot be exposed to this void, thus must be surrounded by brushes. The easiest solution is to check your skybox for gaps or place a box textured with caulk (from textures/common) around everything. The compiler will generate a point file which can be loaded into <a href="#">MOHRadiant</a> to show the path between the entity which is exposed to the void and the void itself; this path will probably pass through a gap in your skybox that you weren't aware of.</p>
Level::AllocEdict: no free edicts	<p>You have spawned too many entities in the map from script. Perhaps there can also be too many entities compiled into the map. <code>ju_map</code> suggested in a thread that there is a 1024 entity limit for a map.</p> <p>(An example of this error has been encountered when spawning <code>func_beam's</code> to mark the locations of spawns whilst developing a map, each spawn was drawn with 12 beams and there were a lot of spawns.)</p> <p><b>SOLUTION:</b> Remove some entities from the map and/or spawn fewer entities.</p>
light grid mismatch	<p>Can mean you haven't done the part of the light compile possibly due to a leak or other error, which has resulted in full bright in map and that error message, so check for leaks and other errors, or run a full compile if you forgot to run the light part and had full bright light.</p>
Line xxx is incomplete	<p>Can be where you have missed out an end bracket <code>}</code> in a shader or some sort of missed out part of some code in a shader on the line mentioned, so check your custom shaders for incomplete brackets etc.</p>
LoadPortals: NumVisBytes xxxxxxxx exceeds 2097152	<p>You have too much vis data. See: <a href="#">Vis Design</a> This is caused by a too high number or poor layout of structural brushes. <b>SOLUTION:</b> Turn some brushes into details to solve this problem. (Also read some VIS Guides/tutorials out there)</p>
LoadTGA Only type 2 (RGB), 3 (gray), and 10 (RGB) TGA images supported.	<p><b>PROBLEM:</b> You are trying to use a .jpg in a shader script or you have saved the textures as progressive .jpgs.</p> <p><b>SOLUTION:</b> (Courtesy Markus Kuhn): All shader scripts call for .TGA textures, even though the actual texture may be a .jpg. If the shader script is correct and you're still getting the error, then it means that you have saved the textures as progressive .jpgs. You've seen these on some web sites, where the picture is downloaded in phases, showing increasingly detailed versions of the entire image. The Q3 rendering engine cannot render these textures. You must save the .jpgs as baseline optimized.</p> <p><b>SOLUTION 2:</b> Make sure your .tga is 24bit rgb format or 32 bit if you have an alpha channel. PSP exports as a 24bit .tga with alpha channel so it actually a 32 bit file if it has an alpha channel.</p>

MatchToken( "{" ) failed at line xx	<p><b>1)</b> xx can be a variety of numbers, it relates to what line the error is on in either your .map file or one of your shaders. Say it gives MatchToken "{" failed at line 55, then you need to open up your map file or shader in notepad (check your map file first) look down for line 55 and see where you can add in the bracket.</p> <p><b>2)</b> You possibly might have custom pk3s in your mohaa\main folder, remove these. Never ever have anything but the default files in your main folder when mapping.</p>
MAX_BUILD_SIDES	Usually means you have a really complicated complex brush in your map, that's not allowed! you need to make it less complex!
MAX_EDGE_LINES	<p>This means you have gone beyond the limits of brushes (regardless of being detail or structural). Some however believe it has to do only with too many T-junctions. But basically there is too much going on in the map and it might be too big.</p> <p>You would need to reduce the overall amount of brushwork in the map (and try to reduce T-junctions as well), maybe converting some details into models, as far as possible.</p>
MAX_FACETS	Apparently too many cones or spheres, you must have a crazy map to receive this error, the limit is 65,535 of facets mr coneman
MAX_MAP_BRUSHSIDES	This is normally a problem with your total amount of brushes on the map being over the limit, the limit is apparently 32768, so you should try to get rid of some brushes. If your amount of brushes is around that area or you can remove some brush sides, each brush has multiply sides so try removing some of the sides that wouldn't be seen when playing.
MAX_MAP_DRAW_SURFS	This might occur if you have put tesssize 1 in your shader by mistake, this means that texture is being tiled thousands of times so to speak. You need to enlarge the number to around 128, 256, etc.
MAX_MAP_LIGHTGRID	<p>Usually means far too many lights are in your map, and to solve this you need to up the gridsize setting. You can use Worldspawn to enter gridsize with values of 128 128 128 or higher</p> <p>You can also use the common/lightgrid texture to make a single brush around your map which q3map will keep in these bounds, therefore not lighting up anything not in under the bounds of the brush.</p>
MAX_MAP_LIGHTING	<p><b>1)</b> One light affects too many areas; reduce the radius of the light.</p> <p><b>2)</b> Improve vis design by using vis_leafgroups, hint brushes and / or areaportals.</p>
MAX_MAP_VISIBILITY exceeded	<p><b>1)</b> Occurs when you have made a large map and too much is visible on screen or it's just so huge the engine can't make the map. Try adding some vis blockers and making the map visually smaller.</p> <p><b>2)</b> Try making more of your brushes detail (cause there is too much vis data)</p>



MAX_ORIGINAL_EDGES	<p><b>1)</b> Prevents compile of the the map caused by too many small brushes with the same size, shape, and texture. It occurred in one map that had over 12000 brushes, so it may be just the number of brushes in the map.</p> <p><b>SOLUTION:</b> Re-think your "eye candy" brushes. Replace them with larger brushes or a new texture on a single brush.</p> <p><b>2)</b> 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.</p>
MAX_PATCH_PLANES	<p><b>1)</b> This usually means that a brush face that is visible is being split to many times, seems similar to max points winding in that you might get this error if you have too many vertices touching one brush or face.</p> <p><b>2) PROBLEM:</b> there's too many patch meshes in the map, or too many faces on all the patch meshes.</p> <p><b>SOLUTION:</b> Delete some patches, or replace them with less complex ones (there's an option in the curve menu to decrease complexity I think)</p>
MAX_SURFACE_INFO	<p>Main cause of this is when you have too many shaders. Try removing lines of them that are not used or remove entire ones, the limit is 3192. Unlikely to occur unless you have a large amount of shaders and textures in your map.</p> <p>Also try removing any custom pk3 files (they might have a lot of shaders, and these counts as well).</p>
MAX_SURFACE_VERTS	<p>This usually happens with large maps, it occurs when you have 256+ vertices on one face, which reminds me of the MAX_POINTS_ON_WINDING which has a limit of 64 vertices touching one brush, so it's odd how it can even happen. Anyhow you need to rectify the error by not having so many vertices on one brush!</p>
MAX_SWITCHED_LIGHTS	<p>This usually occurs with some abnormal targeting of lights, check for lights with "targetnames" in by mistake, remove all the targetnames from the light entities to fix it.</p>
MAX_VISIBILITY_EXCEEDED	<p>You may get this error when making a very large map, and although the obvious thing to do is to downsize the map you can do other things such as use detail brushes more so the vis data is less complicated so then the vis data won't be so large.</p> <p>Also don't forget to use the caulk texture. Take into account the way the map is structurally made; it might not have given the error because the map is huge, but because it's been made poorly in that you can see too much on screen at once and the view of what's on screen at once hasn't been taken into account well enough.</p>



models/mapobjects/texturename.tga has empty alpha channel	Not normally a problem. Delete the alpha channel from the TGA and resave it to remove the warning.
No player spawn position named ". Can't spawn player.	Add spawn points to your map (info_player_start, info_player_allied, info_player_axis and/or info_player_deathmatch depending on the gametype of your map).
No such file or directory	<p><b>PROBLEM:</b> Chances are that one of your MBuilder paths points to the wrong directory or is just wrong</p> <p><b>SOLUTION:</b> Check that all your MBuilder / batch file paths are correct.</p>
Node at 0 . 0 . 0. 0	<p><b>1)</b> 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 you'll notice it.</p> <p><b>2)</b> 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.).</p> <p>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.</p> <p>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 its original shape, then manipulate vertices, then clip it again.</p>
Node without a volume / node has x tiny portals/ node with an unbound volume	<p>Usually a problem with small brushes of 1x1 or infinite brushes, it needs to be deleted.</p> <p>You also might want to try using bobs tools to delete it, by pressing "brush cleanup". Also by using the coordinates given in the error you can try to find the brush and delete it that way.</p>
node without a volume node has x tiny portals node reference point xxx xxx xxx	<p><b>PROBLEM:</b> Another invalid brush error. Infinite brushes cause this error.</p> <p><b>SOLUTION:</b> Find the brush at the given reference point and remove it. Or use a plugin (e.g. <a href="#">Rogue's</a>) to remove the brush.</p>

**NUMVISBYTES 00000000 Exceeds 2091952**

**1)** 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.

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

Solution

Caulk brush not seen by the player

Detail (the 1:st one on the right 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 won't 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

**RE\_Add Poly To Scene: Null Shader**

Usually an error with a shader which you need to find, it can prove difficult, you have to move custom pk3 files one by one into a temp folder and then see if you still get the error, when you don't get the error you will know what pk3 file to look in and look for the broken shader you have made.

**RE\_LoadWorldMap:  
maps/mymap.bsp not found**

Always type /sv\_pure 0 before loading your map up when testing. This allows the map to be loaded without putting it in a PK3.

This may also mean your map has a leak; this will cause a BSP to not be created.

Shader not found/shader image missing	<p>This is where you might not have loaded any textures and you will see that blue and black image. Also if you have added some custom textures, make sure they're in the textures folder, and that you have entered the shader into the shaderlist.txt. Say if the texture folder you have created is called "town" then you need to add "town" to the shaderlist.txt on a new line. Sometimes common textures may suddenly disappear; this can be often solved by reinstalling the editor. No one seems to know why this happens, but it's rare and can be solved usually by reinstalling radiant. On occasion you might have made a texture and in the shader not put in "qer_editorimage textures/mymap/texturename.jpg " if you don't have that line then the editor wont display the texture image.</p> <p>Also shader image missing is often a harmless message appearing in the console or compile.</p>
Spherical lighting Error.. Ran out of space in the Sphere Array	Too many lights or too many vertex surfaces to light.
static model brush [mins = (coordinates), maxs = (coordinates)] outside map bounds	An entity is outside of the skybox, it's possible that it's also a part of the entity (e.g. the branch of a tree that's going outside the skybox). Try moving some (big) entities down, like large trees, rocks etc.
SV_SetBrushModel: NULL	<p>This is an error which related to one of the entities in your map, say you have placed a areaportal texture on a door entity, that's going to give this error. You should look through your entities and see if you can see anything dodgy. Look for mainly irregular textures on entities, like the areaportals on doors, origin textures on triggers etc., remove textures that shouldn't be on certain entities.</p> <p>Debatably can also be where you have entities that are only 1 smallest unit thick. This error has been debated to whether it does really cause this error, still if the other solution doesn't work try this.</p>
'textures/xxx' : Shader has no surface type specified! WARNING: Couldn't find image for shader textures/xxx	Those errors can be ignored most of the vehicle shaders don't have a surface type. For static models you have a .map file in the static directory for the vehicles collision that is made from clip brushes such as metal clip or tank clip. Those give the correct effect and surface sounds not the models texture. For script models the model targets clip brushes that have been made into a script object such as the Opel truck you select from the animate directory I think it is in. The script object is placed under the map or out of the way and it's used for the models collision.
TIKI_InitTiki: could not find surface 'xxx' in 'models/xxx/xxx.tik' (check referenced skb/skd files).	<p><b>PROBLEM:</b> This TIKI file contains errors. Even happens to certain original <a href="#">TIKIs</a>.</p> <p><b>SOLUTION:</b> Ignore :).</p>
UnmatchedToken	Usually an error with a missing closing or opening { in the start of the map file, you will need to open up your .map file in notepad and compare it with a working .map file, you might see at the start a missing bracket or unclosed one in worldspawn or something so try altering.

WindingFromDrawSurf failed:  
MAX\_POINTS\_ON\_WINDING  
exceeded

**1)** Often happens when you have a lot of brushes touching one brush, like 64 (which is meant to be the limit) all touching the same brush. Which if you can imagine you have made a wall and have 64 brushes up against it you will probably receive this error, so try to cut them down to less (smaller pieces) or delete it.

**2)** Also possible you have too many vertices on a single axis (i.e. you have an extremely long single brush).

(It might be happening on spiral objects or wavy surfaces)

## Map Loading Problems

It's possible to have problems with the map, besides compiling errors.

Below are a few possible map loading problems and their fixes.

### If the map doesn't load it could be due to:

- No Player spawn point
- Conflicting custom .pk3's

SOLUTION: Make sure you always have some kind of player spawn point in your maps (add an info>player>start to your map). Also remove all custom .pk3 files from your main directory because conflicts occur.

Check your console for errors. Also see: [ErrorDetection](#) for getting a log of the console. Also did you put the resulting .bsp file (from compile) into the correct folder?

SP Maps: ie. /main/maps/test\_mymap.bsp,

DM Maps: ie. /main/maps/MP\_mymap\_DM.bsp,

OBJ(and TOW) maps: ie. /main/maps/MP\_mymap\_OBJ.bsp

You should also take a look at the [FileNames](#) tutorial, for conventional naming standards.

### If the map is dark:

You need to add some light entities or see TheRjukanProject [Skyboxes/Sunlight](#) Tutorial. Also did you do a light compile? (Automatically done with [MBuilder](#)).

### Vision radius in map very reduced (white fog)

Some custom maps on AA, SH and BT have a limited vision range, which means that you can only look a meter in front of you and after that everything is basically white. To fix this you'll have to edit the map script and re-upload it to the server (it will only be fixed server-side, not client-side).

- Open [pakscape](#)
- Drag the custom map [pk3](#) to [pakscape](#)
- Go to the [maps\dm](#) and/or [maps\obj](#) folder
- Open the map's [.scr](#) file (not a prechache .scr file)
- Find where it says '[level waittill spawn](#)'
- Above that line place the following line: [\\$world farplane 20000](#)
- [Save](#) the [.scr](#) file on your desktop
- Drag and [overwrite](#) the [.scr](#) file from your desktop into the folder of the map
- Save the [pk3](#) in [pakscape](#)
- Everything should be working now!

## Mapping Limitations of the Quake 3 Engine

MOHAA runs on the Quake 3 engine, and below are listed the mapping limitations of this engine (number of specific things you can use in maps). However, MOHAA differs a bit from Q3, so these values might differ somewhat in MOHAA, at the very least the below values will be useful as a guideline. Still you will get an error if you have too many of something, so you'll still find out for yourself if the limitations differ when compiling a map.

```
#define MAX_MAP_MODELS 0x400 = 1024
#define MAX_MAP_BRUSHES 0x8000 = 32768
#define MAX_MAP_ENTITIES 0x800 = 2048
#define MAX_MAP_ENTSTRING 0x40000 = 262144
#define MAX_MAP_SHADERS 0x400 = 1024
#define MAX_MAP_AREAS 0x100 = 256
#define MAX_MAP_FOGS 0x100 = 256
#define MAX_MAP_PLANES 0x20000 = 131072
#define MAX_MAP_NODES 0x20000 = 131072
#define MAX_MAP_BRUSHSIDES 0x20000 = 131072
#define MAX_MAP_LEAFS 0x20000 = 131072
#define MAX_MAP_LEAFFACES 0x20000 = 131072
#define MAX_MAP_LEAFBRUSHES 0x40000 = 262144
#define MAX_MAP_PORTALS 0x20000 = 131072
#define MAX_MAP_LIGHTING 0x800000 = 8388608
#define MAX_MAP_LIGHTGRID 0x800000 = 8388608
#define MAX_MAP_VISIBILITY 0x200000 = 2097152
#define MAX_MAP_DRAW_SURFS 0x20000 = 131072
#define MAX_MAP_DRAW_VERTS 0x80000 = 524288
#define MAX_MAP_DRAW_INDEXES 0x80000 = 524288
```

For more information, please visit (and possibly ask questions) at the known MOHAA sites (e.g. xNULL, AAAA & ModTheater). Also use google to gain further information when needed.