**Common First Errors**

This is a list of common errors folks may get when starting out.

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**Radiant Problems**

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| **Problem** | **Solution** |
| Entities missing (someone tells you to add a player\_start, but its not where it is suppsed to be) | Be sure you have the entdefs.pk3 file in your /main/ folder, this file was supplied with [MOHAATools?](http://gronnevik.se/rjukan/index.php?n=Main.MOHAATools?action=edit) |
| Ahhh! My entities (or other group of things) are missing! | You probably have filters on. Check View>Filters>Entities, etc. Check marks tell that the filter is active so click it to remove the check mark. Also, in the bar at the top of [MOHRadiant](http://gronnevik.se/rjukan/index.php?n=Main.MOHRadiant), you'll see something like this: **unamed.map Fitlers: <None>** or you may have Ents instead of <None>. If not your map file may be corrupt. :'-( |

**Compiling Problems**

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| **Problem** | **Solution** |
| Leak error | Everything is built into a void and all entities can not 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 [MOHRadiant](http://gronnevik.se/rjukan/index.php?n=Main.MOHRadiant) 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. |
| MAX\_SURFACE\_INFO | Too much shader info, remove any custom .pk3's |
| MAX\_POINTS\_ON\_WINDING exceeded | Either you have too many verticies on a single axis or more than 64 on a single brush. Cut the brush into smaller pieces |
| MAX\_MAP\_LIGHTING | One light affects too many areas, reduce the radius of the light. |
| LoadPortals: NumVisBytes xxxxxxx exceeds 2097152 | You have too much vis data. See: [Vis Design](http://gronnevik.se/rjukan/index.php?n=Main.VisDesignWithDetail) |

Of course those are not all of the errors you can get, a nice list is [here.](http://dynamic4.gamespy.com/%7Emap/mohaa/forum/viewtopic.php?t=2406&start=0)

**Map Loading Problems**

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| **Problem** | **Solution** |
| Map won't load | Did you add an info>player>start to your map? Also remove any custom pk3's. Check your console for errors. Also see: [ErrorDetection](http://gronnevik.se/rjukan/index.php?n=Main.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](http://gronnevik.se/rjukan/index.php?n=Main.FileNames) tutorial, for conventional naming standards. |
| It's dark! | You need to add some light entities or see my [Skyboxes/Sunlight](http://gronnevik.se/rjukan/index.php?n=Main.SkyboxesSunlight) Tutorial. Also did you do a light compile? (Automatically done with [MBuilder?](http://gronnevik.se/rjukan/index.php?n=Main.MBuilder?action=edit)) |

This is a start, add any basic errors beginners might encounter. Don't add every single error there is or that may confuse beginners(:wink:)