**FAQ Questions on errors**

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**Question: Map won't load**

**Answer:** There could be a number of problems including :

- No Player spawn point

- Conflicting custom .pk3's

SOLUTION: Make sure you always have some kind of player spawn poin in your maps. Also remove all custom .pk3 files from your main directory because conflicts occur.

**Question: MAX\_POINTS\_ON\_WINDING exceeded**

**Answer:** PROBLEM: There are too many vertices repeating themselves along a single axis (ie you have an extremely long single brush). It can also mean you have a "brush side polygon" somewhere with more than 64 corner points.

SOLUTION: Find the offending brush (edit -> find entity/brush, and enter the brush number.) and either delete it or cut it into smaller pieces.

**Question: ERROR: MAX\_SURFACE\_INFO**

**Answer:** PROBLEM: There is too much shader data in the scripts folder.

SOLUTION: Remove custom pk3s

**Question: MAX\_MAP\_LIGHTING**

**Answer:** PROBLEM: One light affects too many surfaces.

SOLUTION: Improve vis design by using

vis\_leafgroups, hint brushes and / or areaportals.

**Question: DOWNGRADING TO OLD ANIMATION FORMAT**

**Answer:** PROBLEM: 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.

SOLUTION: Use an other model or don't mind.

**Question: [LoadPortals?](http://gronnevik.se/rjukan/index.php?n=Main.LoadPortals?action=edit): [NumVisBytes?](http://gronnevik.se/rjukan/index.php?n=Main.NumVisBytes?action=edit) xxxxxxx exceeds 2097152**

**Answer:** PROBLEM: The visdatasize has grown out of hand. This is caused by a too high number or poor layout of structural brushes.

SOLUTION: Turn some brushes into details to solve this problem.

Suggested reading: [Vis for Dummies](http://w1.261.telia.com/%7Eu26123488/vis/visfordummies.htm) (by [TheStorm?](http://gronnevik.se/rjukan/index.php?n=Main.TheStorm?action=edit)).

**Question: Coudn't find 'models/xxx/xxx.map'**

**Answer:** PROBLEM: The model you're using doesn't have a model map in pak0.pk3. Therefore this model will be non-solid in game.

SOLUTION: Create your own model map by following the instructions of the [Model Maps tutorial](http://dynamic4.gamespy.com/%7Emap/mohaa/tutorials/model_maps.php) at .MAP. Also: some models you dont **want** to be sloid, like a hanging lightbulb... it should not block a player. In that case this is a "good" error :)

**Question: WARNING: Entity xxx of type 'xxxx' leaked**

**Answer:** PROBLEM: Not sure why the compiler complains about this. It seems to happen when you clone entities (space bar).

SOLUTION: Recreate the entities that cause the problem. Find them in Radiant by using the misc -> find entity / brush function.

**Question: Backwards tree volume**

**Answer:** PROBLEM: This error appears in multiple situations, if:

- Your map is not fully enclosed (it leaks).

Pantera wrote:

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.

- You have a bad brush somewhere. Hard to trace, possibly it's the terrain if you have some.

SOLUTION: Make sure you have a structural skybox if you're working on an outside map. In general make sure there's 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.

**Question: [MatchToken?](http://gronnevik.se/rjukan/index.php?n=Main.MatchToken?action=edit) Error ({) failed at line xxx of xxx**

**Answer:** PROBLEM:: You have an invalid .shader file in the scripts folder. If you haven't written a shader yourself, this is most likely caused by a custom shader. Otherwise, check your shader at the given line number. Make sure the number of {s equals the number of }s.

SOLUTION: Remove custom pk3s. If this doesn't help, check the shader that produced the error.

**Question: TIKI\_InitTiki: could not find surface 'xxx' in 'models/xxx/xxx.tik' (check referenced skb/skd files).**

**Answer:** PROBLEM: This TIKI file contains errors. Even happens to certain original [TIKIs?](http://gronnevik.se/rjukan/index.php?n=Main.TIKIs?action=edit).

SOLUTION: Ignore :).

**Question: WARNING: node without a volume node has x tiny portals node reference point xxx xxx xxx**

**Answer:** PROBLEM: Another invalid brush error. Infinite brushes cause this error.

SOLUTION: Find the brush at the given reference point and remove it. Or use a plugin (e.g. [Rogue's](http://homepage.eircom.net/%7Ekdja4/kdja/Plugins.ace)) to remove the brush.

**Question: [FloatPlane?](http://gronnevik.se/rjukan/index.php?n=Main.FloatPlane?action=edit): bad normal**

**Answer:** PROBLEM: 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.

SOLUTION: Use a plugin (e.g. [Rogue's](http://homepage.eircom.net/%7Ekdja4/kdja/Plugins.ace)) to remove bad brushes. Be careful with vertex editing in the future.

**Question: Entity xxx, Brush xxx: degenerate plane**

**Answer:** PROBLEM: 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.

SOLUTION: Use a plugin (e.g. [[[http://homepage.eircom.net/~kdja4/kdja/Plugins.ace](http://homepage.eircom.net/%7Ekdja4/kdja/Plugins.ace)) to remove the given brush. Be careful with vertex editing in the future.

**Question: Entity xxx, Brush xxx: duplicate plane**

**Answer:** PROBLEM: 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.

SOLUTION: Recreate the brush or use a plugin (e.g. [Rogue's](http://homepage.eircom.net/%7Ekdja4/kdja/Plugins.ace)) to remove it. Never draw two edges over each other anymore.

**Question: No such file or directory**

**Answer:** PROBLEM: Chances are that one of your [MBuilder?](http://gronnevik.se/rjukan/index.php?n=Main.MBuilder?action=edit) paths points to the wrong directory or is just wrong

SOLUTION: Check that all your [MBuilder?](http://gronnevik.se/rjukan/index.php?n=Main.MBuilder?action=edit) / batch file paths are correct.

**Question: max\_patch\_planes**

**Answer:** PROBLEM: theres too many patch meshes in the map, or too many faces on all the patch meshes.

SOLUTION: Delete some patches, or replace them with less complex ones (theres an option in the curve menu to decrease complexity i think)

**Question: Leaf portals saw into leaf**

**Answer:** PROBLEM: This is a warning more than an actual error. It is caused by rounding errors in calculating the surface of non-axial planes. If you have a lot of brushes with sculpted surfaces (like Gensurf terrain), you are going to get a number of these errors. If you have little brushes with lots of clipping, you will get this error, too.

Where this error has some significance is when you know you didn't do any brush sculpting. It still won't hurt you, but means there's something going on you didn't know about.

SOLUTION: Its harmless, so don't worry about it

**Question:** [**LoadTGA?**](http://gronnevik.se/rjukan/index.php?n=Main.LoadTGA?action=edit) **Only type 2 (RGB), 3 (gray), and 10 (RGB) TGA images supported.**

**Answer:** PROBLEM: You are trying to use a .jpg in a shader script or you have saved the textures as progressive .jpgs.

SOLUTION: (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.