Problem	Solution
no entity in empty space - no filling will be performed - while compiling a level with QBSP.	QBSP thinks that no entity in the map file is actually outside of a brush. This can be from two main factors (that I'm aware of): The "worldspawn" entity may have an "origin" key which confuses QBSP (this is caused by some versions of Quest). If your map has an "origin" line in the "worldspawn" entity, delete it and the problem should go away. The error will also occur when you actually don't have any entities in empty space. This is usually caused by newbies trying to make a single room map using a single cubic brush and putting the player start inside the brush (i.e. believing brushes are hollow rather than solid). When you receive this error, QBSP will not remove the exterior faces of the brushes of the level (meaning you'll have many more faces than necessary in the level which will make it slower) and will not generate either a .prt or a .pts file. - Alex Moon
point off plane - error message while compiling a level with QBSP	This error is caused when round-off error when converting brushes from a set of planes (as stored in the .map file) to a set of points (used internally by QBSP and Quake) exceeds a pre-defined constant. It can be safely ignored, and there are several versions of QBSP which have been compiled with the error removed. Use one of those. - Alex Moon
-- Brush_LoadEntity --- **** ERROR **** AddBrushPlane: numbrushfaces == MAX_FACES - error message stopping compiling process with QBSP.	You have too many faces on a single brush. The normal QBSP released by id has a limit of 16 faces per brush, which makes objects like spheres very difficult to create. However, there are several versions of QBSP (like QBSP256b), for which this limit is much higher. These versions should also be just as fast and take no more memory than the original. - Alex Moon
mixed face contents in leafnode - error message while running QBSP, occurring during the --Solid BSP-- phase and before the *.pts and *.prt files are written.	You have a water brush intersecting a slime brush or a water brush intersecting a lava brush or a water brush intersecting a sky brush or a slime brush intersecting a lava brush or a slime brush intersecting a sky brush or a lava brush intersecting a sky brush. - Alex Moon
	This can also be caused by a brush that has a water, lava, or slime texture (ie: a 'liquid' brush) and a solid texture. For example, if it's lava, all the planes must be lava. Also, you can't mix the 3 in one brush, or touch H20 to Lava. I noticed this problem can occour when using the subtraction feature of most editors, and the brush used for subtraction is a liquid, i.e. I create a water brush, then use it to carve a hole out for my pool. You have to use a solid brush, then change it to a liquid after the pool has been cut out. - Joe Sunday
	I'd placed a sky-textured box around my whole level, to create a "floating in misty space" effect. When later adding a "skill level selection" area, I placed it outside of this box, and immediately started getting the "Mixed Face Contents" error. I originally thought it was due to the texturing problem already covered in the error list, but nothing I did (including making everything the same solid texture) fixed it. Finally I tried moving the whole area within the sky-textured box with the rest of the level (luckily there was a non-obtrusive place where I could tuck it away out of sight) and the error immediately went away. I recently was working on a DM map and suddenly started getting the "mixed face contents in leafnode" error. There were no places where I had two different liquid textures touching each other, nor was my map

	contained within one big box. After a couple of days of frustrating testing I narrowed it down to being caused by a stack of two octagonal rooms. Only one problem: I had made no changes to the stack, except to move it's horizontal position slightly, in the round of changes that the error started appearing in; prior to that, the rooms caused no problems. Applying a single solid texture to everything in the two rooms did not eliminate the error. Deleting either one of the two rooms didn't work; both had to be deleted before the error stopped. Changing the vertical axis position of the two did not eliminate the error. BUT - changing the horizontal axis position DID eliminate the error. - Sonya Roberts
	I had created a small hallway that was made of the sky brush. I placed small beams along the walls/floors/and ceiling to give the appearence of walking on something real. At the end of the hall I had originally just placed a teleport entity, but when I showed the map to others, they were unclear that the end of the hall was a teleport, so they turned around. I then placed a teleport brush at the end. The teleport brush did not overlap with the sky brush, but they were touching, and I got an "Mixed Face Contents in Leafnode" error. Now I am aware that error exists for slime/water/lava touching directly, but I didn't know that sky/teleport would also create the same error... - Sean Parsons
Token too large on line 3 - Message displayed upon running QBSP256 before anything else is displayed - stops QBSP256 immediately.	This error is caused by the multiple WAD file system that Worldcraft uses. It goes "wad" "blah.wad blah2.wad etc", which QBSP256b is not meant to handle. When multiple WADs are used, the only way to go is to use the QBSP that comes with Worldcraft. - Tom Grandgent
	This happened when I had my texture wad files in a deeply nested subdirectory, and is even more likely to occur when using more than one of them. Line 3 in a map file is where the location of the texture wads is defined, and if that line is too long, then QBSP will not be able to handle it. I moved them to a directory called C:\Q and have not had a problem since. - Michael Holzmeister
	There is a another reason why you can receive this error. It occurs when you've added a long message (longer than 128 characters) to an entity, using the \n for line breaks, and you attempt to run QBSP256B on it to build the bsp tree. Solution: Use another QBSP or the newer, modified QBSP256b (named qbsp256.exe) - Shawn Holmes (ed. Or use the newest QBSP256c.)
Warning: CutNodePortals_r:newportal was clipped away - warning message while compiling with QBSP, no *.PRT file is generated, and on larger areas, the lower part of the screen becomes garbled. (Ed. This is getting out of hand.... :) Thank goodness I haven't run into this one...	This error occurs when you create a room or space which is in no way connected to the rest of the level, not by a hall, door or even a teleport destination. In other words, a nonleaking place where a player can't ever reach. Apart from giving you this info the .bsp file will be just fine (provided there are no other errors). - Paul Steffens
	This *cannot* be ignored; although the map may compile fine, perhaps even compile fine for several future revisions of the map, it can lead to problems in the "fill outside" section of QBSP - you'll eventually get an "Entity reached at ... " error, enclosed in exclamation points, with the message stating that no filling was performed. The entity that has caused the leak under normal circumstances is usually outside the map; (it can be traced using the x, y, z coordinates that QBSP will give) however with the "cutnodeportals_r" warning, it may actually think an entity which is fully contained within the map is causing the leak! Deleting the offending entity does not solve it; QBSP will think any entity is causing a leak. CutNodePortals_r warning is usually related to poorly-fitting, densly-packed brushes that are usually in a complex arrangement; I got the error when I used BSP's "sphere" creator, using even very minimal numbers of brushes to construct the sphere. The brushes making the sphere didn't quite fit together

correctly; deleting the sphere elimated the warning and filling was able to go through successfully. I replaced the bad sphere with a sphere made from THRED. With this sphere the map compiled fine, even though this new sphere had just as many brushes as the BSP version. - Chad Moore

What I believe is happening (this is an educated quess, based on my knowledge of Quake, and our own render engine) is this: as the BSP tree is created, it divides every area into a convex leaf. Between each of these leafs is a "portal", which is used to calculate the view into that node (convex leaf, or cell). When VIS does it's magic, it goes through each of these cells and determines which cells are visible from the current cell. If you get this error in QBSP, I believe it means an area has been created, and then gets cut away from the mesh by another area... - Jason Booth

It's sometimes affected by the editor, if you just extend walls by copying them and placing em right next to each other so they're in line, you will get this message. I think the brushes get cut at nodes where they cross each other as points - if you extend walls in this way, you'll end up with lines, not dots (nodes), and thus problems will arise... - Tan Sian 'Bubbah' Yue

This is a precision error. It shouldn't cause any problems in the maps... just means that your editor is outputting something funky. - American McGee as quoted by Jason (Loki)

Many people have complained about the cut node portals problem. I've found it to be a pain as well. I believe the problem to be with the accuracy of the map editors. However, if you just can't seem to seal up the leaks, place a big box around your map. It doesn't really seem to hurt performance. You'll still get the warnings, but you wont have any leaks in you map. - Paul McKinney

Even though the .map format exclusively defines its geometry by planes, the quake engine cant use that. It has to be converted to polygons of some form. Once a polygon that possibly fits the plane has been produced, it has to be fitted to that plane. To do that involves some vector operations which are subject to numerical imprecision. I attempted to fix the problem for a friend by using a variable instead of a constant for checking. When that error occured I lowered the constant and redid the operation. It seemed to work at least some of the time. - Troy Mann

!!!!!!!!!!!!

reached occupant at: (0, 0, 0)

no filling performed

leak file written to [filename].pts

!!!!!!!!!!!!

- warning while running QBSP -verbose on a map made in WorldCraft, the *.pts file is 0 bytes, no entities exist at (0, 0, 0) in the map, so leak suspicion is fruitless.

(ed. now fixed in WC. No longer a problem - see the final explanation at right.)

1. There is a leak in the map and the .bsp is being generated with one of the latest modified versions of QBSP that doesn't generate the pointfile. I would suggest getting the original version of QBSP that was initially released.
2. There is a misplaced light entity within a brush or outside of the map. Check all your light entitiy locations. - Eric Stevens

It's been my experience that what usually causes that error message is an entity jammed into a brush, possibly sticking through to the void beyond. This also holds true for water and lava brushes. If they touch the void, it'll crap out on you. - Chad (last name unknown)

When this happens, go back into Worldcraft, and check the point 0,0,0. I have found that often, there is an entity, usually a light, and through some glitch, there are about 40 of them at exactly 0,0,0. You have to go through alot of highlighting and deleting, but it seems that when you copy an entity, it occasionally puts a bunch of extra copies at the origin. - Cody Rahn

The problem might be caused by the QBSP that comes with Worldcraft. I switched to QBSP256B and never had the problem again. - Ryan Drake

This was COMPLETELY true with older versions of Worldcraft, but is no longer the case with version 1.0/1.0a of Worldcraft - the QBSP included with Worldcraft now creates the .pts file correctly, and should not be a problem. - Jay Gill

-- Brush_LoadEntity --- WARNING: Point off plane occurrences: 20 ************ERROR************ numbrushplanes == MAX_MAP_PLANES Crash in mid-compile of a map using QBSP256 by Tom Grandgent. Normal QBSP crashes with a Point off plane message.	I checked the source and it is set to 8192. It is used in the declaration of an array, so increasing it could increase the memory requirements of QBSP. Each element in that array is a structure containing 4 doubles (8 bytes each) and an int. So that's 38 bytes * 8192 elements taking up only 311296 bytes of memory. I think it'd be safe to increase this number, as long as there aren't any other limitations in QBSP that I haven't seen. I'd like to see a map that causes this message for analysis. - Tom Grandgent
Error:CanonicalVector: degenerate - error message while running QBSP.	This stems from using standard QBSP. Usually, you can accidentally create a canonical vector by using a very complex brush to carve out a very large brush. The result are many canonical vectors. QBSP256B will also handle brushes with many faces; this is the workaround. - Shawn Holmes
cannot split polygon - error message while running QBSP	QBSP goes through a level and creates a BSP tree of the level. In doing so, it splits the polygons in order to create a convex leaf for each node of the BSP tree. Often, a large polygon is split many times. I'd guess that this error occurs either because A) A very small, or long and narrow polygon needs to be split, and the resulting polygons are too small for the program to handle, or, B) the splitting algorithm is failing due to the complexity of the polygon which is being split. - Jason Booth
Using base, medieval, metal and wizard .wad's until start.wad was added. After the addition of start.wad the wads seem to crash qbsp when qbsp is in it's "FillOutside" stage. It is causing all versions of qbsp to crash.	Replace the multiple individual .wad files with the quake101.wad file from ftp.cdrom.com. This file includes all textures from the registered version of Quake in one .wad file. Keep in mind that most editors today load all textures into memory, and if you can use the smaller theme .wads, you will probably get better system response. - Mike Melzer
Brush with duplicate plane - Message received from Worldcraft QBSP v1022 while compiling level made with WC v1022. Resulted while subtracting a 14 sided cylinder from another 14 sided cylinder to produce a crescent shape (Quake logo.) More on the error in qbsp: also occurs when using the qED editor. Also, such brushes will crash the BSP editor if you try to resize them.	This editor-intensive problem is reportedly fixed, but a general definition of what is happening here would be helpful. Let us know if you have the general definition of this message and what causes it. In this case, removing the crescent shaped brush removed the problem.
	This is the infamous 'Worldcraft Carving Bug' caused when carving across two adjacent brushes. The bug rears its head only when Worldcraft combines some parts of each brush into a new brush. This resulting brush will cause qbsp to give duplicate plane warning messages. As for a solution, it seems to be a code bug in the carving algorithm; however it is not necessary to delete the brushes that cause the error. A workaround is simply to import the faulty map into QuakeMap - this editor will complain about the brushes and will correct them when you re-export the file to the map format. - Kirsten Joy Corney (ed. This has now been fixed in WC. (see below.))
	Exporting the map from Worldcraft and loading back into Worldcraft will solve the problem. - Bruce Batteson
	The error under qED is caused by qED's negative brush routines sometimes. this may be fixed in the next version. Deleting the brushes from the map is the only way to fix them under BSP (that I know of). Just select the brush, but DON'T click around the outside of it afterwards (BSP tries to select a face then, and this is where the duplicate plane causes it to crash) I'd really like to see a small program that will go through a map and remove stuff like this, so I don't have to have a second editor (quakemap) for this purpose. - Jimmy McKinney

Excessive compiling time: Over 5 hours to QBSP. System used: P133 16 MB RAM. QBSP was writing a 100+ MB swapfile. Map was 600 k and the corresponding compiled (BSP) was 2 MB. Did not contain any tremendously complex rooms,etc. - Gary Marshall	It has been my experience that this behavior happens when there are excessive leaks. I have had maps take an hour or more to qbsp, that results in a > 2meg .bsp and > 3meg .pts. When the leaks are closed qbsp takes a "normal" amount of time and my file size came back down to 1.2 meg. This was for a map with 1423 brushes. 201 entities. - Mark Wheeler
	One problem I see is that you have only 16 Mb of ram. So do I but when I compile jrbase1 it takes a great deal longer than when my friend with 64 mb ram compiles it. Your hard drive just is not as fast as regular memory no matter how you stack it. Also if you have lots of brush entities it can slow things down. By this I mean doors and switches and stuff like that. Qbsp has to process each of those in turn as well as the world entity. - Troy Mann
	Huge bsp times are caused in most if not all cases I have encountered by QBSP trying to handle a 2 sided brush, (or a 3 sided brush with 1 duplicate plane?), sometimes the editor won't catch these brushes and they are VERY hard to catch manually if you have a huge level. You can fix them in the map file by just deleting the brush, usually these brushes are useless anyway and just left over from CSG operations. Or you can fix them in your editor, usually they hide out in large groups of objects, try ungrouping objects and using trial and error to find the offending brush, sometimes they don't show up in the window because the single line overlaps the edge of another brush, in this case, have fun. :) My bsp times (without any 2-sided brushes), on a P120/16MB, have never exceeded 15 minutes even with HUGE HUGE levels run through a modified QBSP. So if you have huge QBSP times, it is most likely an error, not necessarily just a large level (explanation given by other people). - George Davison
	This is OFTEN caused by a frustrated map maker or an automated map generator creating a "room" outside the level to contain the entire level and avoid leaks. Instead, find the leaks, and don't make a large sealed room outside the entire level. - Pro-Magnon
After QBSP, no PRT file is generated. PTS file reads 0. No leaks apparently present. - Jeff Longino	I had this happen to me when I was using QBSP1031. I switched to QBSP256B and the problem went away. Unfortunately QBSP256B doesn't support multiple wads, so I was forced to use MipDip to make a wad containing all my textures in one; then QBSP256B works fine. - Rodney Burns
	I have had this problem before using Worldcraft on a large map. The version of QBSP that's included with Worldcraft seems prone to this (although I'm not sure about this newest 'Full' version available at Worldcraft's Web page). It's quite frustrating, but actually can be due to a leak that QBSP is not reporting (but is still there). The key is to watch the dialog while QBSP is running... the key phrase is '---MERGEALL---' ... if you don't get that, then there is probably a leak. The way I have tracked this down is to try using a different version of QBSP (like QBSP255B) and see if that produces a useful error (like 'Reached occupant at blah blah...'), otherwise you are reduced to retracing your steps to see what you did to introduce the leak (you ARE using an editor that supports 'Undo', aren't you?!!) - Jay Gill
	Check to see if you have any "light" or "path_corner" entities floating around in the grey void outside the level...you may have neglected to delete them. Check The Official Worldcraft Editing Site's "Ask the Guru" section and read Levelord's response to a similar question...
	I'd bet this came from WorldCraft. I have noticed that sometimes when you compile your level inside of WorldCraft using their included utilities, it will not specifically state that a .prt file is created. The thing you need to really look for is the statement "MERGER ALL" towards the end of QBSP running. If you see this, than a .prt file is created. Just look in the directory and you should see the .prt file there. Apparently, every time you run QBSP a .pts file will be created. In the event that there are no leaks, the file will have a size of 0. Additionally, you may want to try exporting to a .map file, and then compiling manually using

	the id utils, or QBSP256C. The utilities included with WorldCraft have been tweaked to require less memory, and they also will not handle as large of levels as the original utilies do. - Mike Melzer
file read error Message displayed by QBSP while compiling. QBSP stops at this point. - Jordan Shipman	You may have invalid characters in the .map file. This could be the result of an editor saving something incorrectly, or the .map file may be corrupt. You should try openning the .map file in a text editor like WordPad, and then see if there is anything inside it that looks out of place. If you cannot do this either, than more than likely the file is corrupted, and unrecoverable. If you can open the file, by looking at the Quake Map Specs, you should be able to find the offending bit. Remove the part that is incorrect, and save it. Then try reopening it in the editor, and then recompiling. Things to look for in particular, is anything that may be in a "message" key pair. Make sure there are no ASCII control characters. - Mike Melzer I encountered this error as I included new Wad files before sorting their textures into a new single WAD and found out that this error might also be caused by a corrupt WAD-file: One or more of the textures used in the map might be corrupt. If you have multiple Wads and some double textures it may be a bit of work to find out which it is. Try using e.g. Qart to run a quick test. Just load the WAD into Qart and if no error msg occurs this one's clean. If you find a corrupt WAD I think it is enough to resave it and the damaged textures will be excluded. Otherwise you'll have to fix it by pasting all the textures into a new Wad. The funny bit is that Worldcraft does not seem to be disturbed by corrupt WADs. The texture I had problems with was contained in multiple WADs so I don't know if WC just displayed the next texture with this name from a different WAD but used the one contained in the corrupt Wad (which might have been alphabetically or Wad-file list related at a priority position) for the QBSP processing or if it just didn't get problems with the corrupted texture (for it was displayed correctly in the 3D view). - Nick Nougat
************ERROR************ CheckFace: BUGUS_RANGE: -2387.000000	Your map is WAAAAAY to long/ wide/ tall. I got this trying to make a cloud-textured, 1,400-foot pit. ed. "Um..ok." Now I know not to, but I don't know the exact point at which this error occurs. :)
MAX_HULL_POINTS Error message while running QBSP (Final WorldCraft version.) - Guy W. Nelson	I upgraded to QBSP256 and it solved the problem. I imagine it had something to do with the number of faces on a brush. - Sandy Cormack
When compiling a rather complicated map, QBSP spits out the following: --- Brush_LoadEntity --- numbrushes = 360 WARNING: couldn't create brush faces numbrushes = 535 535 brushes read The warning doesn't seem to cause any harm to the level, but I would	And here is the corresponding solution...

like to know whether I should pay attention to it or not. - Dave Wiley	
When I try to run qbsp (outside of the quake directory) it says: SeetQdirFromPath: no 'quake' in C:\games\qetc\editing\test.map And if I try to run qbsp in the quake directory, it says: No gamedir in C:\games\quake\test.map." - Elizabeth Harper	This is a version of the Quake utilities that have been compiled without any changes to the directory they HAVE to reside in. Solutions: place the utilities (QBSP, VIS, LIGHT) in the .../quake/id1/maps directory and they will run fine, or just use another version of the qutils (a better idea.) - Matthias Worch
I've been using QBSP256c, usually without problems even on 'large' levels (large for me means >1000 brushes), I'm now getting an error as follows: ---- WriteClipHull ---- Writing d:[path here]numet6c.h1 *********** ERROR ************ Couldn't open d:[path here]numet6c.h1 ...at which point QBSP aborts. The .h1 file doesn't appear to have been created. There's hundreds of megs of free space on the drive when it happens, and 64megs or so of RAM. I guess the .map file has become corrupt, but it was fine last time I tried it, and I've only added a few very simple new features. I can't track down the problem. It's happened occasionally in the past even with small levels, so I don't think size is an issue here. The only way I've found to get around this problem when it occured previously was to scrap everything and start again. This is not my favorite course of action, understandably. - Gareth Morgan	And here is the corresponding solution...
When I try to run the version of QBSP (full) that I downloaded from the QuakeLab (Basics - Tools) site on my map (approx. 170k), I get the following message: SubdivideFace: didn't split the polygon When I try to run version 29 of qbsp downloaded from Stomped.com (both Pentium and Win '95 versions) on the same map, I get this error reading:	This could be corrected by copying the old QBSP from the 1.0b Worldcraft CD back over the top of the new one. Obviously, this is not a "fix" I want to live with long-term. - Robin Hermance-Moore
Project Directory: ****************ERROR**************** Token too large on line 7 This error comes after QBSP has worked on the file for about 15 seconds (giving the impression that everything's working just fine). I	The problem is caused by scaling textures down too small on small surfaces. I built a chair and scaled the wood to 0.3 to match the peices. No error cropped up until my level got much larger (over 1 meg bsp). - Jim Kaufman

have seen a solution for line token too large on line 3 on QL's Problems listing, but not one for line 7. Why do the different versions of QBSP generate different errors? - Yasir Ruhayel	
Using QBSP256 to compile a map with a "trigger-multiple" entity, I got an error msg. cannot find texture ENTITY and QBSP crashed. - Sandy Cormack	When I applied the "trigger" texture to the trigger brush, it solved the problem. - Sandy Cormack
Hullnum 2: No entities in empty space -- no filling performed The level seems to work correctly even though I get this error. VIS works fine, but slower, than normal. Definition? - Paul	I've just recently had this problem. Although mine was with Hullnum 1 and Hullnum 2. I was just making the layout of the level and didn't have any lights or other entities in it besides the info_player_start. It compiled correctly with QBSP, LIGHT and VIS. I decided to add lights in one room to view it and the error messages went away. - John Schultz
	These errors also seem to occur when your info_player_start is at (0, 0, 0). God knows WHY you can't put it there, but... You can't. Simply moving the player start position will fix the problem (if you really can't move it, move your entire map.) - Tom Nuydens
ERROR CheckFace: degenerate edge	Exporting the map from Worldcraft and loading back into Worldcraft will solve the problem. - Bruce Batteson
MODEL: *181 ************ ERROR ************ Entity text too long I have a lot of dynamic entities, which I assume is the problem, but I'd like confirmation. - Matt (Unknown Soldier)	You probably group selected several entities at once, and edited their properties. This sometimes gives the properties of other entities to your lights. There could be other causes for this error, but all relate to the same solution. This problem will be fixed in the next release of Worldcraft I hear(in 1.4). I've seen Lights like this: Light Speed 100 Brightness 200 Height 184 Wait 2 Reset 4 Blah xxx blah xxx This is the cause of the error, if every light in your level has these extra properties, QBSP and Light will have problems. Here's the Quick fix that won't cost you ANY building time: -Load your map (the .rmf file) in Worldcraft. -Click the menu: View / Hide Items -Click the menu: Edit / Select All -Click the menu: View / Hide Selected Objects -Click the menu: View / Unhide Items -You should now see ONLY your lights and other object entities, plus the info_player_xxx ones. -Click the menu: Edit / Select All

-AT this point, you could hold CTRL and de-select non light entities, but It's not necessary. -ALT+ENTER -You will now see the object properties. -Make sure you are on the "Class Info" Tab -Smart edit should be un clicked, or non changeable -Highlight each item properties such as: Speed (No Change) -Click the "Delete" button on the properties sheet. -Delete all the values "EXCEPT for Brightness, and appearance" -Close properties -Save your map -Done :) Casey	
****WARNING**** Entity with no valid brush. No .bsp file made. Error message occurs after *model XX(it was 47 on mine) Editor: Worldcraft	This occurs when you tie an entity to a brush with the clip texture. Dont do that. Simple enough. - Karl "The Partisan" Pilger
--- * Executing QBSP... * Could not execute the command: qbsp.exe "<path\filename.map>" * Windows gave the error message: "The operation completed succesfully." ---	I'm guessing the person who got this is using Worldcraft (that's what I use). The solution is to quit other applications that may be running and/or clear off some disk space. QBSP needs a lot of swap space (> 250MB!!! on the level I'm currently doing). Sometimes, a reboot is necessary to flush memory. - Jack Perdue
I use WC 1.3 registered, and have experienced the carving bug (brush with duplicate plane) with all of my maps. The prescribed fix (exporting into a quake map and then reloading it into WC) does not work. Error: brush with duplicate plane Program: WC 1.3 registered Result: My maps usually get severe vis errors (greying out of walls), after running a full vis. Entities do not seem to be a problem, as this map has only 30. Solution: None found	And the corresponding solution is...
ReadClipHull: MAX_MAP_CLIPNODES	Jack Perdue's MAX_MAP_CLIPNODES mini-website
I've begun getting an Invalid Page fault error with QBSP all of a sudden; and i can't figure it out. I've been getting occasional IPF errors in other things; and attributed it to DirectX; but this seems to	I've found that there's a bug in the new WC v1.5 vertex manip. mode: Somewhere along the process, WC created a HUGE invisible brush with weird dimensions

point to something else. I've tried running it within WC, from the
Win95 desktop; and from a DOS window... all fail with the same
register
settings every time (the Details> Box always has the same reg's).
From
DOS, QBSP refuses to work at all; claims that it needs Windows...
This problem only occurs on maps at and above a certain complexity
from what I can tell... it will run smoothly on several simple maps;
then
crash on my main one; then run smoothly immediately afterwards on
a
simple map again... :P I've tried manip. virtual memory, hardware
grafix accel. levels, and a ton of other stuff to no avail. - Hellbringer

(-111111999998 X 9998444 X -1, etc...); and that caused QBSP to freak and crash; which Win95 reports as an IPF :) The trick is to use the Check Map for Errors function; and try to locate each error ("Go to Error"). If you find one that is just a center handle (little gray 'x'; probably an "Invalid Solid" error) with no bounding box, delete it. Your problem is then solved! :) - Hellbringer

In the final stages of the QBSP process, this error occured:

--- FinishBSPfile ---
WriteBSPfile: map.bsp
Added 0 texture frames
********ERROR********
Textures exceeded MAX_MAP_MIPTEX

And the corresponding solution is...