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Subject: HELP WITH MAPS ON GMAX 1.2

Posted by [Anonymous](#) on Thu, 06 Feb 2003 15:43:00 GMT

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Run the level editor and click "new" name it and exit. Export the gmax file to a w3d file. Put it in "C:\Program Files\Level Edit\\*name of your mod\*\levels". Open up your mod in level edit and go to the "terain" preset. Click "add" and give it a name and go to the secont tab and click on the little thing that says "model" or something. Go to where you exported it. Highlight your mod in "terain" and click "make".

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