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Subject: New Map Problem

Posted by [Anonymous](#) on Sat, 23 Nov 2002 16:01:00 GMT

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Tell me whats wrongs, i can get my level to work. What my level is very simple in the sense its really only i see you then i shoot you, respawn, i see you then i shoot you. I dont want any extra things in it for example PT's, or sam site, just my level!Ok I have made my renegade level through RenX with textures and W3d options clicked on. Ive exported this level to the commando level editor.I opened it up added a few spawn points, nod player, gdi player, terrain and sniper rifle. And everything seems to work fine except for the textures, most of them are white. I then export my "mod" and save the level under the westwood\data directoryWhen I the host a 1 player game it loads up then renegade quites me back to windows

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