Subject: ACK, or anyone that makes maps
Posted by Anonymous on Tue, 15 Oct 2002 17:48:00 GMT
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quote:Originally posted by SomeRhino:No, I think you would have to export the gmax file from buildings.zip.EDIT: I suppose that if it existed as a single w3d file, you could find that and set it up as a tile object, but I don't believe it's in the preset database.Actually, it exists in always2.dat.However it's all screwed up in some way or another and attempting to make the Guard Tower in a map without first placing the gd_tower.w3d file into the mod folder will crash the editor.