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Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:53:00 GMT

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in gmax, i select each and ewry object ONE at a time. Then in the tools menu to the right.. (look like a hammer) I open W3d proties, and add weithere it will collide with physics, vehecles, camera, projektiles. those 4are importen. they make the plane/mesh/object SOLID. if you dont chose this. then that was he shows on screenshots will occur. So its back to gmax.

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