
Subject: pkg --> mix I am still having problems,
Posted by [Cpo64](#) on Tue, 04 Mar 2003 18:04:44 GMT
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I have done all these things, but I still have the same problem. The map loads in Renegade, i spawn in the building, walk outside and there isn't one, the terrain does not show, and is not there phisicaly. But it works perfectly as a pkg. What I am doing now is deleting the terrain from the terrain file leaving only the proxies, and adding the actual terrain as a tile, to see if it works that way.
