
Subject: Re: C&C_Lost_Base.mix

Posted by [Gen_Blacky](#) on Sat, 11 Aug 2007 20:33:33 GMT

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You have to use gmax/renx place the buildings how u want them and export as .w3d

In LE u make a new terrain and then load your w3d and press make.

gmax/renx and LE have different scalings so u will have to mess with the location of the buildings in gmax.

There is tut on renhelp i think

EDIT: Old Renhelp website <http://renhelp.laeubi-soft.de/>

Buildings for Heightfieldmap and Mapsetup <http://renhelp.laeubi-soft.de/index.php?tut=59>
