
Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [Dealman](#) on Wed, 24 Oct 2007 05:40:27 GMT

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In RenX(Gmax)/3DS Max(If you got W3D Exporter) go to the W3D settings, but choose your terrain first. And in the "Collision Options"(For Gmax) or "Geometry Options" (For 3DS Max), check those boxes:

- Physical
- Projectile
- Vehicle
- Camera
- Vis

Then save and export again.
