
Subject: Re: Am I exporting right?

Posted by [conman231](#) on Wed, 05 Mar 2003 22:13:15 GMT

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dead4ayear2I did everything I can do and my level edit wont load anything. I must be exporting wrong. What I do is select everything on my map, go to colision options and go to "file > export > renegade terrain > okay > *wait for it to load export*". Oh yeah, I save it in "C:\Progam Files\Renegade Tools\Level Edit\Death Match (or name of mod)\Levels" as w3d. Then I go to level edit and click on my mod, open "terrain" click "add" name it, select where I saved the w3d file, click "okay" or add or whatever that button says, highlight the new thing I just made, and click "make". After that it showes everything loading at the bottom but nothing showes up. It's just that big blue sphere right there. Did I do anything wrong? i think that u should not let it by
