
Subject: Re: Searching a w3d file

Posted by [Di3HardNL](#) on Thu, 17 Jan 2008 16:20:49 GMT

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Allright so i added those emitters in Leveledit like in my screenshot exactly as you did in your ss's (.tga is missing but that can be fixed later on in w3dviewer) but when i save it as C&C_Field.mix and then try to load the map in renegade it is missing the whole terrain :/

Maybe i didnt open every file for the field map, so that might be why it misses stuff?

I 'Make'ed this 2 terrain settings.. thanks for your help
