
Subject: Buildings in Level Edit

Posted by [\[EE\]fire-blaze](#) on Sun, 22 Feb 2009 19:25:55 GMT

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Hello,

I have been working on a few Co-Op maps for my clans Co-Op server,

However I have ran into an issue... The problem is..

I can get everything to work except buildings, in Level Edit I cannot find a building outside texture?

Here is what I need for these maps: The outside of buildings, it matters less if I can enter them.

And they need to be damageable. I tried Gmax but the issue here is.... I have found buildings for

Gmax, but there are no import options for my .mix or .lvl renegade map from Level Edit.

How do I get buildings onto my map?

Thanks, and have a nice day.

[EE]fire-blaze
