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Subject: Half-Life 2 Style Map Making

Posted by [F1AScroll](#) on Thu, 05 Mar 2009 01:17:44 GMT

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When I started modding Half Life 2, I was amazed at how easy it was to make maps. That is because you could make the terrain along with everything else in the map maker instead of making a terrain model and then importing it. I can survive the old Renegade way. But there's just one problem: if you don't have RenX working, you can not make maps. If you could make it so terrain editing could be integrated into the map editor (or make a RenX replacement), then that would be great. I doubt you have the source code to LevelEdit, but if you did, that would be nice of you to do. Thank you.

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