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Subject: Re: easy question about multiplayer practice  
Posted by [havoc802](#) on Sat, 07 Mar 2009 05:07:39 GMT  
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Distrbd21 wrote on Fri, 06 March 2009 22:26woot i can.

Ok you can use Level Redit to bring the map back into LE with everything it has now.<http://www.renhelp.net/downloads/LevelRedit.zip>

You should also get John wills LE here.[http://www.renhelp.net/downloads/LevelEdit\\_Jonwil.zip](http://www.renhelp.net/downloads/LevelEdit_Jonwil.zip)

I will also add this you must temp everything you want to show up in your map.

and last but not least here you go have fun.

<http://renhelp.net/index.php?mod=Tutorials>

if there is anything else ask.

Thanks for your help, but I'm not really sure what I'm doing here. I'm still a total noob with this, I never really modded this game so its all new to me. So far all I did is texture mods where I modify the dds files with photoshop and then just put them in the data folder from renegade, I don't use gmax or any of that. It would be the easiest for me if I knew which dds file changed the tree.

I made a screenshot to make this more clear:

sorry for being such a noob, I appreciate your help.