
Subject: Re: Making a Map and needs helps
Posted by [Altzan](#) on Tue, 06 Oct 2009 17:19:41 GMT
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I can add a little.

I'm using RenX first, doing some ground work, adding buildings, then exporting to Level Edit. Is that right?

Yes. Physical attributes (including buildings) are added in RenX.

Which one do you add your building files too? RenX? Or in Level Edit?

Physical buildings are added in RenX, the building controllers in LE.

In RenX, how to raise the edges of the map straight UP, instead of at a huge 30 degree angle? The tutorials keep mention Extrude, but it's always shaded grey for me.

For me, holding shift as I drag an edge extrudes it.
