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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 17:28:00 GMT

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When i try to open a map in level editor, I get a bunch of crap about frames being slow, a) does this stop the loading, and b) is level editor the same as map editor? Thx

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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 17:36:00 GMT

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the slow thing always happens... the map editor is different from the level editor... the only way to load maps is to load them as terrain... goto terrain... add... the settings thing... then load the map you want... then goto ok... and use make...

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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 17:38:00 GMT

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1. Never mind that. No - it just takes awhile to load. have patience. Yes

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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 17:41:00 GMT

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for b i thought gundam was talking about making the actual maps... not importing into commando...

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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 17:42:00 GMT

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quote:Originally posted by Zavian:for b i thought gundam was talking about making the actual maps... not importing into commando...oh i c.

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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 18:31:00 GMT

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How do you use commando editor maps for the game? I wanna use my cool under mod, w/ 1

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super turret and 1 super pickup

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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 18:37:00 GMT

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which program do you use to open up the current maps in the game to edit???? renx, level edit or what? i've tried all of them and none of them open files of type mix or whatever the current maps are. anyone know what to use or how to do it?

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Subject: Level Editor

Posted by [Anonymous](#) on Thu, 18 Apr 2002 19:13:00 GMT

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what exactly is commando????

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