
Subject: Truble wit G-max and editor
Posted by [Anonymous](#) on Sun, 13 Oct 2002 10:15:00 GMT
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every time i make a map and then add textures and launch it in the commando edito, noi map appears and i go to walk thru mode and im walking on air. can some 1 help mne or post a tutorial 4 me???

Subject: Truble wit G-max and editor
Posted by [Anonymous](#) on Sun, 13 Oct 2002 14:26:00 GMT
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make sure that the file path name was correct and that u extracted it a a terrain.

Subject: Truble wit G-max and editor
Posted by [Anonymous](#) on Mon, 14 Oct 2002 00:36:00 GMT
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Make sure you put your w3d file and textures in a directory under the directory for your mod. Look in the folder where LevelEdit is installed and there will be a folder for your mod. Put all of your assets in there.greg
