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Subject: Map

Posted by [ghost](#) on Fri, 19 Aug 2005 18:12:13 GMT

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i dont know if they in the right spot but whatever...

Ok so i downloaded that gmax and renegadetools and multiplayer levels.SO i click on the multiplayer level file and open hourglass and so all i do is add 4 gaurd towers ad gum emplacements for gdi and 4 turrents and gunemplacements for nod.So i save it and when i play renegade to test them out they arent there on map list or in mod packages.Then i forgot what i did but it was finally saved correctly adn i played it but only there was no terran just the buildings.

So what i need help on is first how would i save the map so that no would have to download to play it.and what am i doing wrong that only the buildings show

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Subject: Re: Map

Posted by [Obelisk](#) on Sat, 20 Aug 2005 02:05:46 GMT

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When you last exported hourglass you copied over the original files witch has the level model in it. thats why you might have noticed when you reload the level the ground is missing again.

Replace hourglass.mix with the original hourglass mix file. Than save the lsd and ldd into your data folder and your map should work and people should be able to join.

You dont need to export anything.

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