Subject: New Map Problem
Posted by Anonymous on Sat, 23 Nov 2002 16:01:00 GMT
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Tell me whats wrongs, i can get my level to work. What my level is very simple in the sense its really only i see you then i shoot you, respawn, i see you then i shoot you. I dont want any extra things in it for example PT's, or sam site, just my levelOk I have made my rengade level through RenX with textures and W3d options clicked on. Ive exported this level to the commando level editor.I opened it up added a few spawn points, nod player, gdi player, terrain and sniper rifle. And everything seems to work fine except for the textures, most of them are white. I then export my "mod" and save the level under the westwood\data directoryWhen I the host a 1 player game it loads up then renegade quites me back to windows

Subject: New Map Problem
Posted by Anonymous on Sat, 23 Nov 2002 16:09:00 GMT
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sounds like you didnt save it as a map correctly.

Subject: New Map Problem
Posted by Anonymous on Sat, 23 Nov 2002 16:12:00 GMT
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quote: sounds like you didnt save it as a map correctly.Please go on....

Subject: New Map Problem
Posted by Anonymous on Sat, 23 Nov 2002 16:26:00 GMT
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DeafWasp, thanks for that piece of advice, it works w00t!w00t!! i can play my levelNow i need help with the textures

Subject: New Map Problem
Posted by Anonymous on Sat, 23 Nov 2002 19:22:00 GMT
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you need to place the misisng texture files into your mod directory then save and export again

Subject: New Map Problem
Posted by Anonymous on Sat, 23 Nov 2002 21:53:00 GMT

quote:you need to place the misisng texture files into your mod directory then save and export again Ive gathered the textures, but where is the mod directory?

Subject: New Map Problem
Posted by Anonymous on Sun, 24 Nov 2002 12:36:00 GMT

RenegadePublicTools>LevelEdit>"you mod name here"> Just plave them here or if you want it to look nice place them in "Editor Cache"Zelord

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