
Subject: I need a little help with making a map (just one thing)

Posted by [Anonymous](#) on Sun, 01 Dec 2002 01:05:00 GMT

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download RenHelp 1.8 (13.39 megs) . this will tell you just about everything u need to konw.open renegade editor, or commando editorcreate a new modgo to C:\Program Files\RenegadePublicTools\LevelEdit*your level name*\Levels.....place the w3d in this folderthere is omre to it, cant talk now someone finish it off,

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Posted by [Anonymous](#) on Sun, 01 Dec 2002 07:09:00 GMT

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In leveledit go to the right panel and go under terrain, make sure the terrain box is selected and hit ADD near the bottom of the screen. Then you type in the name fo your terrain, goto the next tab and browse to your file which MUST be in your mod folder. Then hit ok, and when its done hit MAKE, which is right by the ADD button

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Posted by [Anonymous](#) on Sun, 01 Dec 2002 12:43:00 GMT

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Okay, I've like made my terrain and everything. I've converted it to editable mesh, added collision things, saved as *.w3d, and selected renegade terrain when I saved it. But... where do I save it to be able to edit it with the level editor, so I can play it!? I've got everything right but knowing how to open it with the level editor. Please tell me how to edit it with the level editor.

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Posted by [Anonymous](#) on Mon, 02 Dec 2002 00:40:00 GMT

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Thanks this really helped a lot! I already have something that tells me how (with pics too) but it wasn't specific enough on that part.
