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Subject: Level Edit

Posted by [MoldyBred](#) on Thu, 20 Jul 2006 13:15:30 GMT

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Hi All

I've been trying to get into Renegade mapping and modding. I always have the same problem with Level Edit. I have been following the tutorials and LE won't load the terrain I created with RenX. I get messages from Time Manager saying that such and such a frame was slow, but the screen stays blue. Any ideas?

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Subject: Re: Level Edit

Posted by [OWA](#) on Thu, 20 Jul 2006 13:25:31 GMT

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You exported the terrain in RenX as a terrain into w3d format yeah? And you added a preset for your custom terrain in LE?

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Subject: Re: Level Edit

Posted by [Oblivion165](#) on Thu, 20 Jul 2006 16:45:49 GMT

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I made a step by step tutorial for just this kind of thing:

<http://renhelp.laeubi-soft.de/index.php?tut=59>

Let me know if you need any help. All my contacts are in signature.

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