
Subject: how do i get all of m02 in to the level edit
Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 21:50:22 GMT
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it seems to be missing hugh chunks

Subject: Re: how do i get all of m02 in to the level edit
Posted by [Slave](#) on Thu, 14 Jun 2007 22:08:34 GMT
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Vis -> deselect "enable vis sector fallback" might work.

Subject: Re: how do i get all of m02 in to the level edit
Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 22:19:20 GMT
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i dont see any change when i on/off that

Subject: Re: how do i get all of m02 in to the level edit
Posted by [YSLMuffins](#) on Thu, 14 Jun 2007 22:20:08 GMT
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I can't bring up Leveledit at the moment, but there should be an option in one of the menus to enable and disable vis data.

Edit: Actually, if you're just "making" the models in level edit, you need to make more than one, because the entire map is split up into multiple models.

Subject: Re: how do i get all of m02 in to the level edit
Posted by [IronWarrior](#) on Thu, 14 Jun 2007 22:21:36 GMT
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NFHAVOC wrote on Thu, 14 June 2007 16:50it seems to be missing hugh chunks

Missing what?

Screen shot please.

Subject: Re: how do i get all of m02 in to the level edit
Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 22:41:54 GMT

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how many pieces are there

Subject: Re: how do i get all of m02 in to the level edit

Posted by [Zion](#) on Thu, 14 Jun 2007 22:50:01 GMT

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Includes, Tram tunnel, A, B and something else.

Everything in the single player > M02 branch. Make it all in the order it's displayed.

Subject: Re: how do i get all of m02 in to the level edit

Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 23:00:52 GMT

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i got a and b what are the others called

Subject: Re: how do i get all of m02 in to the level edit

Posted by [zunnie](#) on Fri, 15 Jun 2007 12:45:21 GMT

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To get the full M02 in Leveledit you have to extract the terrain W3D files inside M02.mix from your Renegade\Data folder and place them in the relative folder used under the settings tab for the terrain W3D file location.

Leveledit uses the wrong W3D file, appearantly Westwood updated it with 1.037 and they forgot to apply it for Leveledit.

Subject: Re: how do i get all of m02 in to the level edit

Posted by [HORQWER](#) on Fri, 15 Jun 2007 13:16:09 GMT

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i have a question
do u mean m02 with the mission stuff on it
if yes
you can downlaod them here!!
