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Subject: i cant get the w3d files of M08 to work in le  
Posted by [NFHAVOC](#) on Tue, 26 Jun 2007 17:45:39 GMT

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how cani get them to work

i use the xcc mixer to take out the terrain

i go in to level edit

do add on the terrain

mod what i made giving it the terrain of the map

i click make nothing appears

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Subject: Re: i cant get the w3d files of M08 to work in le  
Posted by [jnz](#) on Tue, 26 Jun 2007 19:24:24 GMT

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Terrain -> Levels - Single Player -> Level\_08 1218 -> make all the sub presets.

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Subject: Re: i cant get the w3d files of M08 to work in le  
Posted by [NFHAVOC](#) on Tue, 26 Jun 2007 21:59:33 GMT

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i dont think that is working

i see some things but not all things

i can see only insides of the prison area

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Subject: Re: i cant get the w3d files of M08 to work in le  
Posted by [NFHAVOC](#) on Wed, 27 Jun 2007 12:50:19 GMT

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its says

Unable to split node! objcount = 3. (-102.18,499.67,-186.63)

Unable to split node! objcount = 3. (-132.00,487.59,-189.74)

Unable to split node! objcount = 3. (-102.18,469.66,-186.64)

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when i try to make I08\_cave\_lm.w3d in le

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Subject: Re: i cant get the w3d files of M08 to work in le

Posted by [jnz](#) on Wed, 27 Jun 2007 13:10:54 GMT

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don't make the w3d file, make the presets already there for you.

<http://www.dansprojects.com/Vids/MakingM08/MakingM08.html>

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