
Subject: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cncnick13](#) on Wed, 24 Oct 2007 01:26:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

well when i export it to .mix and put it in my fds i always fall through map no matter what i do i need help plz!

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [Dealman](#) on Wed, 24 Oct 2007 05:40:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

In RenX(Gmax)/3DS Max(If you got W3D Exporter) go to the W3D settings, but choose your terrain first. And in the "Collision Options"(For Gmax) or "Geometry Options" (For 3DS Max), check those boxes:

Physical
 Projectile
 Vehicle
 Camera
 Vis

Then save and export again.

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [Slave](#) on Wed, 24 Oct 2007 21:37:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

re-read his post.

he edited m10 in leveledit, that has absolutely nothing to do with gmax.

edit: i think when you exported to mix, you overwrote your old m10.mix file, so vital data got overwritten.

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cncnick13](#) on Wed, 24 Oct 2007 21:42:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

no i put it in my fds my fds had no m10 map at first.

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cAmpa](#) on Thu, 25 Oct 2007 02:03:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wrong topic, but could you stop to spam us ingame with your hack delusion? Thx.

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cncnick13](#) on Thu, 25 Oct 2007 02:14:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

cAmpa wrote on Wed, 24 October 2007 21:03Wrong topic, but could you stop to spam us ingame with your hack delusion? Thx.

hack??i dont spam cause hack

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cpjok](#) on Thu, 25 Oct 2007 03:33:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

to do that when you use levelredit and then edit the map and save it its saves a isd file and idd files you open the M10 in xcc mixer delete the old one then add the new ones its easy to edit a map

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cpjok](#) on Thu, 25 Oct 2007 03:36:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thats What I Did Now I Have A Edited M00_Tutorial Map

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cncnick13](#) on Thu, 25 Oct 2007 12:52:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

do i rename it t o.mix i want a .mix map!

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [cpjok](#) on Thu, 25 Oct 2007 16:39:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

no when you dit it then save it you will get a isd and idd file open m10 in xcc delete the ones in there and place them with the 2 new ones

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit

Posted by [cAmpa](#) on Fri, 26 Oct 2007 20:13:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:hack??i dont spam cause hack

i guess you are cncnick14 too?

Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit

Posted by [cncnick13](#) on Fri, 26 Oct 2007 21:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol no i cncnick14 is my friend his other name was not working so i told him to put that name just to test!my ingame name is cncnick12 and cncnick13 is server host name!!!
