Subject: Level edit questions
Posted by **Sl4cker** on Tue, 12 Feb 2008 09:18:34 GMT

I have been following a tutorial for making a map and have a few problems.

Tutorial im using
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16

First here is a ss of both problems...

In the screen shot instead of using the texture i selected it used one with a W on it why??

And in the tutorial it wants me to put the ref controller on the building. And then turn the car so it is facing outwards.
The problem is i don't know how to turn objects yet lol.

Ohh i am currently using the key pad to move around as i was shown in a tutorial. But the problem is it moves really super slow is there a way to move faster????

Subject: Re: Level edit questions
Posted by **Ghostshaw** on Tue, 12 Feb 2008 09:25:09 GMT

The W texture is the WestWood logo which is the default texture if the correct texture can't be found (or maybe as well if its incompatable).

-Ghost-

Subject: Re: Level edit questions
Posted by **IronWarrior** on Tue, 12 Feb 2008 10:57:26 GMT

Click on the object, then depending how you wish for the object to be moved, click X, Y or Z then just move it with your mouse.

Subject: Re: Level edit questions
Posted by **GEORGE ZIMMER** on Tue, 12 Feb 2008 11:08:22 GMT

Yeah, hold ctrl in level edit to move faster. Also, you can rotate objects by pressing the comma and period keys (, and .).

Lastly, that's the "blank texture" texture. It means the texture you have isn't in your mod file. Put it in your EditorCache of your mod folder. (C:\Program Files\Renegade Public Tools\Level Edit\<Mod name>\Editor Cache for me, might be different for you depending on where you installed it).

Good luck with mapping/modding. Also, a tip, I highly reccomend saving often when working with Level Edit. It has a tendency to crash. Alot. Especially when you click "mod" on anything in the presets list.

Subject: Re: Level edit questions
Posted by Sl4cker on Tue, 12 Feb 2008 21:54:20 GMT
View Forum Message <> Reply to Message

After i got a error message something like the texture wasnt in that folder. I moved the texture "0201grassl" same as in the tutorial to the correct folder. And restarted level edit and re loaded the map but still had the same problem for some reason.

Thanks for the info it will help a lot i got tired of moving like a snail lol.

Subject: Re: Level edit questions
Posted by Dealman on Thu, 14 Feb 2008 06:40:34 GMT
View Forum Message <> Reply to Message

Sl4cker wrote on Tue, 12 February 2008 22:54After i got a error message something like the texture wasnt in that folder. I moved the texture "0201grassl" same as in the tutorial to the correct folder. And restarted level edit and re loaded the map but still had the same problem for some reason.

Thanks for the info it will help a lot i got tired of moving like a snail lol.

You made the map in 3DS Max / RenX (GmaX) I suppose. Then try applying the texture "0201grass1" to the map mesh in the 3D Editor. Then export it as Renegade Terrain, import it into LevelEdit. Then make a new folder called "Textures".

C:/Program/RenegadePublicTools/LevelEdit/<mod>/<Create the Textures folder in here>(Or wherever you have your folders.). Then put all the textures you use on your meshes here.

Subject: Re: Level edit questions
Posted by The Executor on Thu, 14 Feb 2008 13:30:54 GMT
View Forum Message <> Reply to Message

You named your folder Slacker lol