Subject: Help needed now...
Posted by dead4ayear2 on Wed, 05 Mar 2003 21:48:19 GMT
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I did everything I can do and my level edit wont load anything. I must be exporting wrong. What I do is select everything on my map, go to colision options and go to "file > export > renegade terrain > okay > *wait for it to load export*". Oh yeah, I save it in "C:\Progam Files\Renegade Tools\Level Edit\Death Match (or name of mod)\Levels" as w3d. Then I go to level edit and click on my mod, open "terrain" click "add" name it, select where I saved the w3d file, click "okay" or add or whatever that button says, highlight the new thing I just made, and click "make". After that it showes everything loading at the bottom but nothing showes up. It's just that big blue sphere right there. Did I do anything wrong?

Subject: Re: Am I exporting right?
Posted by conman231 on Wed, 05 Mar 2003 22:13:15 GMT
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dead4ayear2I did everything I can do and my level edit wont load anything. I must be exporting wrong. What I do is select everything on my map, go to colision options and go to "file > export > renegade terrain > okay > *wait for it to load export*". Oh yeah, I save it in "C:\Progam Files\Renegade Tools\Level Edit\Death Match (or name of mod)\Levels" as w3d. Then I go to level edit and click on my mod, open "terrain" click "add" name it, select where I saved the w3d file, click "okay" or add or whatever that button says, highlight the new thing I just made, and click "make". After that it showes everything loading at the bottom but nothing showes up. It's just that big blue sphere right there. Did I do anything wrong? i think that u should not let it by

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Subject: Re: Am I exporting right?
Posted by dead4ayear2 on Wed, 05 Mar 2003 22:16:11 GMT
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conman231dead4ayear2I did everything I can do and my level edit wont load anything. I must be exporting wrong. What I do is select everything on my map, go to colision options and go to "file > export > renegade terrain > okay > *wait for it to load export*". Oh yeah, I save it in "C:\Progam Files\Renegade Tools\Level Edit\Death Match (or name of mod)\Levels" as w3d. Then I go to level edit and click on my mod, open "terrain" click "add" name it, select where I saved the w3d file, click "okay" or add or whatever that button says, highlight the new thing I just made, and click "make". After that it showes everything loading at the bottom but nothing showes up. It's just that big blue sphere right there. Did I do anything wrong? i think that u should not let it by
I think that made this much sense: 0% :rolleyes:

Subject: Help needed now...
Posted by Cpo64 on Wed, 05 Mar 2003 22:38:26 GMT
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I think you should try putting your w3d file in the root of your mod folder (C:\Progam Files\Renegade Tools\Level Edit\Death Match) I have never tried putting my w3d into the level folder, so I don't know if that is your problem, but it is worth a try

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Subject: Help needed now...
Posted by Apache on Wed, 05 Mar 2003 22:58:41 GMT
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Just move the camera back, see if you can see your terrain... If your terrain is not centered in gMax, it won't be in LevelEdit either, their distance units are the same, so you can use that to find your object.