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Subject: Anyone that has level edit...

Posted by [dead4ayear2](#) on Thu, 06 Mar 2003 01:46:14 GMT

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I need you to test somthing. Download my .w3d map and see if it works in your level edit. I don't know if it's the way I export it or just my level edit.

<http://home.1asphost.com/dead4ayear2/paintball.txt>

rename the extension to .w3d. I had to make it .txt because that stupid site wont let me upload anything it doesn't know.

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Subject: Anyone that has level edit...

Posted by [General Havoc](#) on Thu, 06 Mar 2003 16:31:04 GMT

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Yeah it don't make for me either i get this error in the console:

```
Failed to create paintball from levels\paintball.w3d
*** FATAL ERROR : Failed to create model levels\paintball.w3d
Attempting to load: C:\Program
Files\RenegadePublicTools\LevelEdit\Paintball\levels\paintball.W3D
```

The w3d should be exported as renegade terrain in the export box then put into your mods folder and have a prestet added. Also any non-standard textures need to be in the same directory. Textures that you didn't get from westwood or you renamed need to be in the folder.

Hope this helps

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Subject: Anyone that has level edit...

Posted by [dead4ayear2](#) on Thu, 06 Mar 2003 19:05:42 GMT

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I exported right. I'll try reinstalling renx and gmax.

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Subject: Anyone that has level edit...

Posted by [MoDMaNiA](#) on Fri, 07 Mar 2003 02:20:24 GMT

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hmm.. maybe .dll file got deleted from level edit or somethin ? reinstalling would prolly be best

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