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Subject: Spawn points

Posted by [WNxKenny](#) on Sat, 10 Apr 2010 18:19:09 GMT

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Hey people

I am new to map editing. Basically what i want to do is edit an existing map and add spawn points around the map. What do i need to do it and how do i do it? As far as i have got is getting GMaX and leveledit but i am not sure where to go from there.

ANy help is appreciated

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Subject: Re: Spawn points

Posted by [reborn](#) on Sat, 10 Apr 2010 18:50:45 GMT

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Open the .lvl file for the map (download them at game-maps.net) and then move the start-up spawners around.

Once you've done that, go "save-as" and save the lvl file somewhere. It will create a .lsd and .idd file. Put the .idd file in the data directory fo the server, then load the map. The spawn positions will be changed to wherever you moved them.

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Subject: Re: Spawn points

Posted by [WNxKenny](#) on Sat, 10 Apr 2010 19:05:57 GMT

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Got the .lvl maps, thanks for that. I open the maps and i get a message box appear about "missing presets". I click ok and the whole program stops responding and shuts down. Am i missing anything?

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Subject: Re: Spawn points

Posted by [reborn](#) on Sat, 10 Apr 2010 19:38:32 GMT

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Not sure, do you hae renegade installed on the PC that has level edit?

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Subject: Re: Spawn points

Posted by [WNxKenny](#) on Sat, 10 Apr 2010 19:51:21 GMT

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Yes, i have The First Decade installed. I came across some posts concerning TFD and finding the install path, but i have not needed to change anything.

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Going to install level edit on my netbook, i have the renegade game, not tfd, installed on that

Doesn't want to install on my netbook, figures.

Level edit HATES TFD

I have installed the single copy of renegade on computer and it seems to have gotten around the presets thing by loading them. Is there any easy way to navigate around level edit?

Getting used to leveledit now. Erasing all spawn points and adding them back in manually should make things easier. ANyway thanks for help once again Reborn

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