**Subject: Level Editor Question.**
Posted by Drift on Fri, 01 Aug 2003 12:26:26 GMT
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Level Editor Question.

What I want to do is get an overhead view of the standard maps in a .jpg or similar format.
I've seen new maps released with this type of screenshots. I have Gmax and Renegade
Tools/Renegade Level Editor installed and I know my next step would be to open one of the maps
in the level editor but I'd be willing to bet that I cant open a .mix.

Could someone walk me through this or point me to the right tutorial?

Thanks in advance.

**Subject: Level Editor Question.**
Posted by gendres on Fri, 01 Aug 2003 14:39:35 GMT
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You don't need Level Edit, just open up the W3D Viewer and position the map the way you want,
then go to Movie -> Capture screeshot (or press F7)

**Subject: Level Editor Question.**
Posted by boma57 on Fri, 01 Aug 2003 14:41:30 GMT
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If you open LevelEdit and then go to Terrain >  Levels - Multiplayer > The level you want, you can
create the levels terrain.

Then, you could maneuver the camera up to the angle you want (You might have to hit Camera >
Depth +50 a few times to be able to go that high and still see the whole map)