
Subject: When i add turrets the rest of my map disappears when i.....

Posted by [Lynqoid](#) on Wed, 29 Oct 2003 11:00:15 GMT

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When i add turrets the rest of my map disappears when i open it in level editor..... i cant see any error message, just that the turret is still there and my map is not...

last time i did see something about origin.00 when exporting, but i used the base, and turret seperatly, so i dont know whats happening?

can any1 help me just put two normal nod turrets into my map please, all the tutorials i have found just skip past that part, every single 1! (that i have found)

thankyou

Subject: When i add turrets the rest of my map disappears when i.....

Posted by [bigwig992](#) on Wed, 29 Oct 2003 12:30:28 GMT

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You say you exported as two different models? Why? Export them together, or export both with origins.

Subject: thanx

Posted by [Lynqoid](#) on Wed, 29 Oct 2003 12:44:22 GMT

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its ok i got it working now thanx bigwig , i didnt realise they had turrets in level editor [/i]
