
Subject: Umm...Help?

Posted by [Jaspah](#) on Wed, 19 Nov 2003 02:17:52 GMT

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Okay, I made my first map & terrain. It already has the buildings on it.

When I open it in leveledit it fails to find the node and buildings.

They were on my .gmax file. How do I get it to load? Download that "BUILDINGS.zip"?

If so, where would they go?

(I've looked in renhelp, but can't seem to find anything that explains it. Maybe some should make a advanced map making tutorial.)

Please explain, this is my first attempt at modding with gmax, I don't want it to be my last.

If you want I'll upload my gmax scene.

Subject: Umm...Help?

Posted by [NeoX](#) on Wed, 19 Nov 2003 03:46:53 GMT

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Did you use gmax or RenX cuz if you didnt use RenX you will be running into alot of problems.

Subject: Umm...Help?

Posted by [Jaspah](#) on Wed, 19 Nov 2003 20:11:01 GMT

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I used RenX.
