
Subject: GMax --> commando level editor
Posted by [Anonymous](#) on Mon, 30 Sep 2002 19:03:00 GMT
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this is a newbe question:I have just finished creating a level from gmax, i know where it is located. The question i am asking is where do i place it to be able to edit its properties (i know it is somewhere in the commando level editor, but where?). eg give it textures.in other words i want my gmax level to be editable in commando level editor [September 30, 2002, 21:52: Message edited by: chompy]
