
Subject: A FEW QUESTIONS

Posted by [spreegem](#) on Tue, 15 Apr 2003 00:26:56 GMT

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#1 Is there a way to take an existing Renegade level ex. C&C_Volcano and put it back into Gmax so I can edit it??

#2 How do I make bots in a level using commando?? Like bot spawners that spawn Minigunners for example??

#3 I've made a level in RenX and saved it as a W3d. So how do I then open it up in commando so that I can put spawners and stuff in it??

#4 I've made a bunker for use in renegade using RenX. How do I put it in commando so that all I have to do is find it in the presets tree then press make to create it in the level??

#5 How do I make turrets using commando?? I've already found them in the preset tree, created, and positioned them where I want them. But when I load up the level in Renegade I don't see them where I put them. I'm talking about like those Nod base defence turrets, not the controllable ones.

THANK YOU FOR ANY OF YOUR HELP WITH ANY OF THESE QUESTIONS I REALLY APPRECIATE IT.
