
Subject: Pulling back

Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 00:57:32 GMT

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I think the problem here is a small misunderstanding of how Level Edit works along with not being able to read the posts talking about this because they're burried/mixed-up with the flames.

See, in your Data folder, if the map Glacier_Flying.mix is there, when you make that preset in LE, it uses the w3d file from Glacier_Flying. Works with all models.

Trust me I didn't expect you to know this. It did go a bit far but I guess that's how things go when little misunderstandings happen. Next time just don't brag as much and check with one of the "pros" that you did it right

Also, do not wave it in front of ACK's face before you release it, in face don't say a word about the map before you release it. First make it look graphicly good and add a few twists. Then suddenly pop up with it with a dl link so they can play it. That's more likely to generate good feedback. Then when you get tons of good feedback, that's when you have it in his face. There's some strat to modding/mapping

Notice: For those who can't tell, the last paragraph is actually mostly a joke just to cheer up the mood.....

Edit: BTW, name calling isn't going to help. Best to ignore, trust me.
