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Subject: Halo38's Teleport Models

Posted by [Halo38](#) on Tue, 31 May 2005 16:01:10 GMT

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Cyber030Okay, now I got that working. My next problem is when leveledit freezes up. I put the .w3d in the mod folder for the map, then started leveledit and loaded my map, then made a new Preset in the Objects->Simple Section. After I do that and then click make, it shows up, but when I try to click on it, leveledit crashes. What am I doing wrong?

Personally, when i add my teleporters, I temp straight off the 'Tile' preset and in the 'physics model' tab set the physics type to 'StaticPhys'. that way you only have one option to add the w3d file and you can't really go wrong

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