
Subject: 2 Questions about making maps

Posted by [-IC-sniper7](#) on Wed, 20 Sep 2006 12:16:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

1. If i am done making my terrain in RenX, I have exported it as a W3D file. Then i opened the Level Edit, and clicked on Add at the texture list. I give the terrain a name and give the correct path to the terrain at the "m_ModelName" tab. then when i click on Make nothing happens. What am i doing wrong? why wont my terrain appear?

2. How do i (in level edit) connect a waypoint to a bot spawner? so that if it gets spawned, it follows the waypoint.(Example: Soldier gets spawned in the barracks and runs to the field)

If you have an anser to 1 of these ansers then please post it. I would realy appreciate it
