
Subject: Map bugged?

Posted by [Corpgus](#) on Sun, 26 Nov 2006 02:36:50 GMT

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So I was learning Level edit/Gmax through aircraftkiller's tutorial

(http://www.cncden.com/ren_map_tutorial.shtml)

but I was strugglign a bit of the way. For a few of the things he didnt include how to make your plane so you dont fall through them, and he didnt include the waypointing of the harvester from the airstrip to the tiberium field, so I was having my friend c0vert7 fix it up for me. He gave me a few pointers when he gave it back to me and I took most of his tips (at least the ones it wasnt already too late to take) So I had to set up all the purchase terminals/ spawn points the end game beacon and spawn zones/ waypathing for the harvester from the refinery and airstrip/wf purchases (at this time I was not aware that I wwas suppose to make a seperate waypoint for the harvester when it is rebuilt) So I get done and I export and everything and test it out. Well The harvester doesnt spawn right and my cliffs have the Giant Westwood logo (in otherwards my texture was missing) So I asked c0vert and he said to find the texture and put it in my editor cache, I did and it fixed that problem. I then asked him to fix the underpart of the buildings (like the communications center) so that you could reach the underground of it. He happily oblidged and adfded his own tunnel networks into it as well. I also asked him to fix the harvester which he attempted to look at but it crashed for him. But anyway back to the point. He sent me the file back over MSN and now I cant open the level edit file, I can open the GMAX file and export it but when I try to load it up as terrain for the Level editor I get this,

<http://www.n00bstories.com/image.view.php?id=1348649919>

C0vert and me have tried practically everything. Does anyone else have any ideas?
