Subject: Re: how do i get all of m02 in to the level edit
Posted by zunnie on Fri, 15 Jun 2007 12:45:21 GMT
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To get the full M02 in Leveledit you have to extract the terrain
W3D files inside M02.mix from your Renegade\Data folder and place
them in the relative folder used under the settings tab for the
terrain W3D file location.

Leveledit uses the wrong W3D file, appearantly Westwood updated
it with 1.037 and they forgot to apply it for Leveledit.