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Subject: Re: Making Terrain

Posted by [R315r4z0r](#) on Thu, 15 Nov 2007 02:13:04 GMT

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Well, first check your collisions in the Renx version, make sure you have the correct boxes checked off or you will fall right through the map.

Save it. Open up your level editor and click on New. Name it whatever you want, then click Ok. After it loads minimize it and maximize renx again.

Export the map from Renx (File > Export) then browse to the level folder that you just created in level editor. Then export it into that folder. (Make sure you export it as a W3D file, not a P3D) I usually export it into the Levels folder, just to keep it organized, but it doesn't really matter.

After you export, minimize Renx and bring up level edit again. In the terrain preset tab click on the main parent folder (The Terrain folder itself) then click the ADD button down at the bottom.

Name the mesh, it really doesn't matter what you name it, it doesn't have any effect on the map itself. After you name it, click over to the settings tab and in the first box click the browse folders button (The picture of a folder next to the text box) when the window pops up, find and open the map you exported. It should then show the directory in the text box. Click ok and the window will go away. It may freeze for a few moments.

When ready, select the newly created preset you just made and click the MAKE button. TA-DA your map is in Level Editor.

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