
Subject: Re: Basic LevelEdit Question

Posted by [rrutk](#) on Thu, 13 Mar 2008 17:28:06 GMT

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got it working.

I've inserted some nice beta-models into C&C_Islands.

My plan is now, to make on this map two more Islands.

On the additional nod-Island there will be the BIG Beta-Nod-ConYard, on the GDI-Island the Beta-Refinery.

Both just for decoration, Players will not be able to go there.

But I have two problems:

1. My old Nod-Beta-Conyard (w3d-File) appears in the middle of the map, while adding it in LevelEdit. Its not selectionable and I cant move it.

2. How to make the 2 additional islands? if I import des map-w3d-file into gmax, all textures are lost.
