
Subject: Re: Half-Life 2 Style Map Making
Posted by [saberhawk](#) on Thu, 05 Mar 2009 01:33:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

f1ascroll wrote on Wed, 04 March 2009 20:17 When I started modding Half Life 2, I was amazed at how easy it was to make maps. That is because you could make the terrain along with everything else in the map maker instead of making a terrain model and then importing it. I can survive the old Renegade way. But there's just one problem: if you don't have RenX working, you can not make maps. If you could make it so terrain editing could be integrated into the map editor (or make a RenX replacement), then that would be great. I doubt you have the source code to LevelEdit, but if you did, that would be nice of you to do. Thank you.

Even if we had the source code, it wouldn't be possible. HL2 maps are stored as bsp trees which map directly to their map editing software. Renegade has nothing even remotely similar.
