
Subject: Re: gmax scene importing error in level edit
Posted by [EKT-Repair](#) on Thu, 14 May 2009 17:20:17 GMT
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Well, personally i dont think that one looked good, it was more a test to see how large I should make the volcano on the island and done it 5 minutes or so.

Reinstalled Leveledit and made a new map from scratch and the problem doesn't occur anymore. As to why it crashed in the first place, I'm not sure. Maybe the map was to big.

&

Now that I got it working , 'm off to make a realistic map.

Thanks anyway