
Subject: Re: how to edit westwood maps in renx
Posted by [Di3HardNL](#) on Sun, 28 Jun 2009 20:30:05 GMT
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I think it sucks to give emitters good positions in LE.
What I do is place boxes in renx in the positions were you want the emitters. When you have to right positions export it as HIERACHEL MODEL. Best is to export this as a different w3d then the terrain.

Then in LE after you added this w3d to your map click the 'instances tab' in the right menu. Double click terrain then select all the meshes for the boxes you placed.

Then click 'Object' in the upper menu and select 'Replace selection'

Then select an emitter from the presets
