

---

Subject: Making a Map and needs helps

Posted by [trunkskgb](#) on Tue, 06 Oct 2009 16:50:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm a long time player, but newbie map designer. I know this game is old...but it's still fun.

Anyway, I'm running into a lot problems. The most frequent one is my Level Edit keeps crashing either when I'm trying to add the spawn points, or when I'm importing my work from RenX.

Here's my list of questions.

I'm using RenX first, doing some ground work, adding buildings, then exporting to Level Edit. Is that right?

Which one do you add your building files too? RenX? Or in Level Edit?

In RenX, how to raise the edges of the map straight UP, instead of at a huge 30 degree angle? The tutorials keep mention Extrude, but it's always shaded grey for me.

There are so many tutorials that are for beginners, and the video ones that explain a lot or HARD to see.

Can anyone provide some advice here?