
Subject: Re: Rediting a map in renx
Posted by [Spyder](#) on Wed, 21 Oct 2009 09:50:15 GMT
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Distrbd21 wrote on Tue, 20 October 2009 22:09that is alot of work lol.

why arnt the buildings there the inside of them?

and is there away to make a mine feild in LE?

say if your walking like in seaside canyon you randomly blow up how would i put that in the map?

I'm trying to edit under and put a tunnel behind the power plants i have it done just have to edit it but i don't want to make it that easy.

and it is hard for me to make it like the other tunnels.

if i don't put it in renx and export it the textures are already there?

The minefield is a script zone. It has to be done in LevelEdit.

Edit: Unless there is a way to do it with proxies in RenX, but I don't know about that.
