
Subject: Re: Making own MOD

Posted by [Jerad2142](#) on Mon, 06 Dec 2010 19:17:52 GMT

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sauron--the--king wrote on Mon, 06 December 2010 10:08 Now Level Editor is working, I want to make the terrain of M10 inside the game. But it can't load the terrain. Where can I find the files that are needed to let Level Editor create this terrain?

Some of the terrain assets are dummies that don't attach to visible terrain anymore, chances are there are two different sets of level 9's terrain, one of which has no visible terrain. If you can find the other one in the assets and place that you should be good to go.

sauron--the--king wrote on Mon, 06 December 2010 12:02 Hhm.... The only things I want are new Weapons and new Characters. I first tried that without making a new MOD of it, but each time one of these new characters are added and used, the game crashed. I just wanted to add weapons and characters, instead of replacing old ones. But each time one of these new characters would be created in my map, the game crashed.

How should I do it then?

Regards,

Sauron

After the patch some of the model's had their 3D models changed, and although the presets reflect this, Level editor isn't smart enough to access always2.dat. Because of this level editor crashes when you place a model that it is unable to access the 3D model of.
