
Subject: RenX to Level Edit-Help!

Posted by [bigwig992](#) on Tue, 21 Oct 2003 22:56:21 GMT

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Alright ya big dummy. They are trying to tell you to make sure your mesh is at 0, 0, 0 in RenX. The point where the dark black lines intersect. Also, name your w3d something simple, like "W_MAP01.w3d". Then export as RENEGADE TERRAIN to the mod package. Highlight terrain, click add, put in a name, any name at all, find your file in your mod package folder, and click make. It will probley thing for awhile, like you said. Now click on the instances tab, and click on the littly plus box next to terrain, then do it again on your map name. You should see abunch of mesh names, highlight any one and click go to. Then you'll probley see your mesh if you hadn't already when making it.
