Subject: LevelEdit crashes when I load a w3d..
Posted by flyingfox on Wed, 23 Jun 2004 05:35:53 GMT
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Can someone help me out? I've been following this basic map tutorial at
http://renhelp.co.uk/?tut=23, I go to terrain, click add, type some name, add the w3d in
m_Modelname, click ok, and level edit freezes.

I don't know where I've gone wrong, but I read somewhere that objects on the terrain should be
set to editable_patch and not mesh? Also, is w3d the right save format? I'm guessing it is crashing
because w3d's don't get loaded there. I think the author of the tutorial may have made a mistake
but kudos it has been an easy one to follow so far.