
Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:37:00 GMT
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I read thru Equaliser's tutorial, following it step by step but i keep getting this problem, in the level editor and gmax it shows the ground and buildings, but when i go into renegade, i fall thru the world and theres no buildings, just pieces. heres some screens showing what im talking about. Any help would be appreciated, thx

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:40:00 GMT
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If you keep falling trough your level try doing this in g-max with your terrain (select it all)Right topside of the right menu,. there some small icons, click on the hammer, to get to tools menu.When there scrool down to w3d. The select al the meshes(planes) you have added.and then you must croos out if it collision with vehecles, bullets etc,.i selected physical, Projektile and camera... (this was the update - WERY IMPORTANT)Source: Eqvilizers g-max terrain tutorial.

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:43:00 GMT
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sighs unfortunatly i did that, everything is set up like that, but in renegade it seems im falling thru the world cause all of a sudden, the world isnt there, lol, just parts of the buildings as u see from the screenshots.

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:50:00 GMT
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I have the same problem.

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:53:00 GMT
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mabye this is off the topic, but can I ask you how did you load this in multyplayer practice (sure is because you got 29.30 time left and your the only player)and about your terain problem, is your terain in max an editable patch? (just checking)

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:57:00 GMT
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it's not in multi player practise it is in lan game. You have to select in the lan menu 1 player and you can select there your mod package. very easy!

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:57:00 GMT
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yea terran is editable patch in gmax, as for playing alone, goto host lan game, make sure its not a ded server, set max players to 1 and choose ur mod and lvl

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:58:00 GMT
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but why i'm falling through the floor

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 05:59:00 GMT
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tnx m8Now I'm out of solutions, mabye try and make a new level? (thats a last hope) But then we can see if it's a bug or your fault(what I higly doubt).

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 06:01:00 GMT
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i also used the hourglass template, same prob there, i'll try making a map from scratch and see how that works, lol

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 06:15:00 GMT
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still no luck, does the same thing

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 06:45:00 GMT
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bump

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 06:46:00 GMT
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boink

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:26:00 GMT
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that error does have some comedical content to it... Such as watching harvy's fall off the world.
And skydiving with the harvy's

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:30:00 GMT
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Fun! maybe select something in the map editor. something with vis?

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:32:00 GMT
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hmm?

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:34:00 GMT
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In the tutorial from evique..... at the end of that tutorial stood something with vis as optional,
maybe it is required.

Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:37:00 GMT

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coulda sworn i did that, i'll do it again though, 1 min

Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:56:00 GMT

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no luck

Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 07:57:00 GMT

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damm

Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:00:00 GMT

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maybe if i threated to delete the editor it'll start working.

Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:05:00 GMT

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if it work would you post it here?

Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:08:00 GMT

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na, i was just kidding, lol, but i know it doesnt need to be reinstalled or anything, tried that, also know its not the operating system, tried win98, 2k and xp, all have the same prob

Subject: Need some help with gmax/level editor.

Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:26:00 GMT

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how has equivi..... done it in that last picture?????????????

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:28:00 GMT
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in his tutorial? dunno :/

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:41:00 GMT
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yes

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:53:00 GMT
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in gmax, i select each and ewry object ONE at a time. THEN in the tools menu to the right.. (look like a hammer) i open W3d proties, and add weithere it will collide with physics, vehecles, camera, projektiles. those 4are importen. they make the plane/mesh/object SOLID. if you dont chose this. then that was he shows on screenshots will occur. So its back to gmax.

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Posted by [Anonymous](#) on Sat, 20 Apr 2002 08:56:00 GMT
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ok, i'll go back and try that, i only had projectile, camera and physical selected cause thats what was in your tutorial, lemme try this...

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:11:00 GMT
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didnt work eq

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 09:47:00 GMT

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still need suggestions cause it still doesnt work

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:05:00 GMT

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try making a level out of buildings-setup (i used it and works) but then again it wont work. I think its in the thing were you must set your polly to phisical, projectile and camera.This error you have, is similair if you dont turn on those.If u want to mail me the g-max file, b_cazzz@hotmail.com[April 20, 2002: Message edited by: Shinzzz]

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:07:00 GMT

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my map is from that :/ and i've already checked them and made sure that those are checked and their editable patch and all that, still doesnt wanna work for me :/ i even tried just making a lvl from scratch with 1 plane and checking the boxes on that and all and same thing :/

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:08:00 GMT

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mind if i send u the max file, lvl file and pkg file? so u can see everystep?

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:08:00 GMT

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mail me the g-max, if u want (read above)

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:14:00 GMT

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sending, its big though, 3megs

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:17:00 GMT
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oh stupid me, forgot to zip it lol, nm only 300k now

Subject: Need some help with gmax/level editor.
Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:52:00 GMT
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anyone else?
