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Subject: Maps

Posted by [JeepRubi](#) on Thu, 02 Jun 2005 23:45:16 GMT

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So i make terrain in ren x then i import it to level edit and i make i but i cant find anywere!

I think it has spawned but i cant find it.

Is there any way i can jump to it or something?

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Subject: Re: Maps

Posted by [flyingfox](#) on Fri, 03 Jun 2005 01:11:39 GMT

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you make what?

You have missed out a key word in there...

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Subject: Re: Maps

Posted by [Cpo64](#) on Fri, 03 Jun 2005 02:38:57 GMT

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in renx select all, then center it on 0,0,0, then re-export to LE

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Subject: Re: Maps

Posted by [bisen11](#) on Fri, 03 Jun 2005 02:39:47 GMT

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In renx did you center it near 0, 0, 0? If you didn't, that may be why.

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Subject: Re: Maps

Posted by [JeepRubi](#) on Fri, 03 Jun 2005 18:34:43 GMT

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how do you select it all?

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Subject: Re: Maps

Posted by [bisen11](#) on Fri, 03 Jun 2005 19:27:17 GMT

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Edit>select all

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Subject: Re: Maps

Posted by [JeepRubi](#) on Fri, 03 Jun 2005 21:16:14 GMT

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when i take the map from ren x into level edit i loose all my textures and the terrain is black.

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Subject: Re: Maps

Posted by [bisen11](#) on Fri, 03 Jun 2005 22:11:08 GMT

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Put a copy of the textures in the level folder of your map.

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Subject: Re: Maps

Posted by [JeepRubi](#) on Fri, 03 Jun 2005 22:23:28 GMT

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what level folder?

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Subject: Re: Maps

Posted by [YSLMuffins](#) on Sat, 04 Jun 2005 05:39:47 GMT

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Editorcache

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