
Subject: Gmax to .lvl

Posted by [Titan_HQ](#) on Wed, 12 Apr 2006 22:00:57 GMT

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After making a map in Gmax how do you open it in level edit. Is it possible?

Subject: Re: Gmax to .lvl

Posted by [JeepRubi](#) on Wed, 12 Apr 2006 22:10:23 GMT

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Export is as a W3D in terrain format. In level edit, add a new preset under "terrain" using the W3D you created before. The, click make.
