
Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Thu, 06 Feb 2003 15:32:00 GMT
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I have gmax 1.2 and the renegade mod tools. I need tourtials and help on loading my exported terrain file to the Level Edit???

Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Thu, 06 Feb 2003 15:40:00 GMT
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Remember, it's Nod, not NOD.

Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Thu, 06 Feb 2003 15:43:00 GMT
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Run the level editor and click "new" name it and exit. Export the gmax file to a w3d file. Put it in "C:\Program Files\Level Edit*name of your mod*\levels". Open up your mod in level edit and go to the "terain" preset. Click "add" and give it a name and go to the secont tab and click on the little thing that says "model" or something. Go to where you exported it. Highlight your mod in "terain" and click "make".

Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Thu, 06 Feb 2003 15:52:00 GMT
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Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Thu, 06 Feb 2003 18:17:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD. Correcting aliases now? I don't see any correct capitalization in your alias.

Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Thu, 06 Feb 2003 18:34:00 GMT
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quote:Originally posted by Sir Phoenix: quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD. Correcting aliases now? I don't see any correct capitalization in your alias. does it matter he was just letting him know that it was Nod not NOD... he wasn't being mean or any thing...

Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Thu, 06 Feb 2003 18:54:00 GMT
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It's his nick, it doesn't matter how he capitalizes it. There is no right or wrong way.

Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Fri, 07 Feb 2003 03:46:00 GMT
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THANK YOU and its NOD

Subject: HELP WITH MAPS ON GMAX 1.2
Posted by [Anonymous](#) on Fri, 07 Feb 2003 06:10:00 GMT
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