Subject: Editor Help!
Posted by Skysniper on Mon, 17 May 2010 16:38:17 GMT
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Okay i Tried my hand at Making a Ren Map, Well i did every thing the Tut Said to do, When i Exported it to the Level's Folder for The Ren Tool's Level Edit, For the Package When i open'ed it, with the Edit Tool. The Terrain it had did not show up Here is a Picture,as You can see it is just the Westwood W, Can some one tell me What i did wrong and how to do it right, or point me to the right Tut That would be great!. <Sorry For Some Reasson The Scrn Shot Won't Upload Right So here is a link>
http://img185.imageshack.us/img185/5899/leveledit20100517112431.png

Subject: Re: Editor Help!
Posted by Tupolev TU-95 Bear on Mon, 17 May 2010 17:35:56 GMT
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Is it possible you didnt apply the textures?

Subject: Re: Editor Help!
Posted by Skysniper on Mon, 17 May 2010 17:42:15 GMT
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im sure i did, i have done this in RenX and it should have Been Exported with the W3D to the Ren Level Edit Level Folder, or so it said it would...Here is screen of what it should have been..So Any Idea how to do it right or what i did wrong, Or point me to a Tut that can help?

File Attachments
1) gmax 2010-05-17 12-39-22-56.bmp, downloaded 172 times

Subject: Re: Editor Help!
Posted by Gen_Blacky on Mon, 17 May 2010 19:03:35 GMT
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if that's a texture uncommon to renegade it need's to be in the level edit folder.

Subject: Re: Editor Help!
Posted by GEORGE ZIMMER on Mon, 17 May 2010 19:31:46 GMT
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Yeah, you need to put your textures inside of the Level Edit folder. I usually put all my textures, models, and etc into "EditorCache"... seems to work fine, but it doesn't matter much- it's just for organization.

Subject: Re: Editor Help!
Posted by Skysniper on Mon, 17 May 2010 19:50:41 GMT
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Okay it worked, Thank you Very Much For the Help!