
Subject: Level Edit Problems.
Posted by [spreegem](#) on Sat, 16 Aug 2003 22:01:57 GMT
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I'm having a problem in level edit. I can't move around LOL! Hoe do I move around?? it's the num pad isn't it?, because it isn't working for me.

Subject: Level Edit Problems.
Posted by [YSLMuffins](#) on Sat, 16 Aug 2003 22:23:14 GMT
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Make sure NUM LOCK is on.

Subject: Level Edit Problems.
Posted by [spreegem](#) on Sat, 16 Aug 2003 22:25:56 GMT
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OMG LOL Num lock was off, i never noticed that you had to have it on. Thank You!, anyone have a tutorial on how to create bot spawners in Level Edit? or player spawners? like where the player spawns att, TY that's all I need, then I can finish up a level, and beta test it with my bro.

Subject: Level Edit Problems.
Posted by [YSLMuffins](#) on Sat, 16 Aug 2003 22:30:43 GMT
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Preset pane: Object>Spawner>Startup Spawners>GDI Spawner/Nod Spawner

Those are the startup spawners. I never got bot spawners to work, lol.

Subject: Level Edit Problems.
Posted by [spreegem](#) on Sat, 16 Aug 2003 23:18:30 GMT
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THX, if anybody has a tutorial on waypaths, or how to make bots in level edit that would be good.

Subject: Level Edit Problems.
Posted by [Griever92](#) on Sun, 17 Aug 2003 00:35:16 GMT
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just a tip, W = Up, S = Down, A = Strafe Left, D = Strafe Right.

Just in case you get tired of the numpad

Subject: Level Edit Problems.

Posted by [bigwig992](#) on Sun, 17 Aug 2003 06:22:23 GMT

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Just curious...ever try using the bot tutorials in Ren Help?

Subject: Level Edit Problems.

Posted by [General Havoc](#) on Sun, 17 Aug 2003 12:04:48 GMT

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Renhelp (the help guide not my website) has a bot tutorial that should help you out making bots as it is fairly detailed on how to make them and change how difficult the AI is. It's at Dante's Mod Exchange if it up <http://modx.renevo.com>
