
Subject: Making W3d into tiles?

Posted by [Oblivion165](#) on Mon, 08 Sep 2003 15:09:06 GMT

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Making W3d into tiles?

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Posted by [Imdgr8one](#) on Mon, 08 Sep 2003 15:22:24 GMT

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You know, if you're trying to get help in something, consider using English, or a dictionary to make sense in your statements.

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Posted by [Sk8rRIMuk](#) on Mon, 08 Sep 2003 17:29:00 GMT

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Was that a statment or a question, what you want .

Try actually STRUCTURING your post's a little.

A little bit of detail never hurt anybody, actually I AM SURE it would help.

Subject: Making W3d into tiles?

Posted by [Oblivion165](#) on Tue, 09 Sep 2003 00:41:55 GMT

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yeah ok np. How would one (i mean me) Make a ".w3d" (used in westwood for everything) Into a "Tile" which is a easier way to manipulate models in Level Editor.....wait hold on, ok, ok.....W3D + ? = Tile

But anyway enough of me being an ass about it. It would help alot.

Subject: Making W3d into tiles?

Posted by [boma57](#) on Tue, 09 Sep 2003 02:45:29 GMT

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In Level Edit, select the "Tiles" folder, and hit "Add" (Hit "Temp" instead if you plan on making your map a .mix map). When this pops up, give it a name and fill out the various properties and everything, putting the .w3d file in the box that asks for the Model.
