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Subject: Issues with LevelEdit

Posted by [icedog90](#) on Mon, 03 Nov 2003 00:07:43 GMT

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Last night I was up late working hard on my Renegade map, I got pretty far and wanted to see how it looked, so I exported to w3d and into the levels folder in the leveledit directory, I pressed make on it in the presets and it loaded everything but nothing appeared. I did test the map when it was earlier in it's stage and it worked fine even on Renegade. Beanyhead helped me out and we tried everything, adding textures, taking away stuff, I even tried taking away all the mountains and it still didn't work. So I tested it on w3d viewer and it worked on there just fine. So either Leveledit is being gay or some other issue is happening. Please respond to this post and help me out. Thanks.

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Posted by [laeubi](#) on Mon, 03 Nov 2003 09:31:46 GMT

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Tip: NEVER!!! Use W3D names longer than 15 Characters.

Check that. Because that will result in an Workable W3D, but LVL-Edit cant find the neded Nodes, because it bases them on the w3d's name, but internal just using the 15chars, so that might be the Problem.

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Subject: Issues with LevelEdit

Posted by [General Havoc](#) on Mon, 03 Nov 2003 10:04:01 GMT

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Yeah, don't try and rename it outside of RenX either as it can mess up. You need to re-export it from RenX again with a shorter name that is shorter than 15 characters. Also avoid a name like "terrain.w3d" as it has been know to conflict with other maps such as some of ACK's.

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Subject: Issues with LevelEdit

Posted by [icedog90](#) on Tue, 04 Nov 2003 03:01:37 GMT

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Actually, when I test my work I always name it either test.w3d or work.w3d. Any other solutions? I have re-exported it many times.

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Subject: Issues with LevelEdit

Posted by [laeubi](#) on Tue, 04 Nov 2003 08:48:27 GMT

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check if ANY mesh is named orgin.00 or something

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Also if press [ALT] + [+] several times (will bring your max camera view to max) because maybe your may is only out of view.

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