Subject: Help with my map
Posted by bighairybear on Fri, 10 Dec 2004 13:23:23 GMT

Heres a selection of ideas

On the Geometry Export Options you must have Physical set for you to be able to walk on the terrain.

When you export the w3d is should be exported as the renegade terrain type.

When making a mix any presets that you add or modify must be done with the temp button, not the add.

If you make the mix map using the delete unwanted files before export method then make sure you dont delete temps db file.

Also try adding your terrain to the include files level specific list.

Hope this helps