Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Javaxcx on Sun, 06 Feb 2005 15:56:12 GMT

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Thanks for the assistance, but the map, as I had made it, isn't going to be salvagable. I've learned a much faster technique using extruding and splines which should not only solve all of these problems, but also get it done in a timely fashion.