Subject: When i add turrets the rest of my map disappears when i.....
Posted by Lynqoid on Wed, 29 Oct 2003 11:00:15 GMT
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When i add turrets the rest of my map disappears when i open it in level editor...... i cant see any error message, just that the turret is still there and my map is not...
last time i did see something about origin.00 when exporting, but i used the base, and turret seperatly, so i dont know whats happening?

can any1 help me just put two normal nod turrets into my map please, all the tutorials i have found just skip past that part, every single 1! (that i have found)

thankyou