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Subject: And I thought I was done.

Posted by [Tidu](#) on Wed, 19 May 2004 21:06:03 GMT

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I had just completed my Apex map, and I followed all the instructions in the LevelEdit Command Sequence Tutorial, and made my map a .mix. Then I opened it in Renegade on the Multiplayer LAN and there is nothing there but what there is in the commando level editor: a blue circle at the bottom and a light blue background. I followed all of the instructions in the Level Edit Command Sequence tutorial except for the Dynamic Culling System step because it crashes the editor. (I don't think that's the problem) Has this ever happened to anyone before?

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