
Subject: Multiplayer .lvl's
Posted by [CarrierII](#) on Mon, 09 Apr 2007 15:34:25 GMT
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No, don't blindly link me to the Westwood FTP, I've got them, I need help.

What I need to do is:

Open a (Starting with Field) multiplayer .lvl in Gmax/RenX. I've dug about, but couldn't find anything.

Thanks in advance.

Subject: Re: Multiplayer .lvl's
Posted by [Yrr](#) on Mon, 09 Apr 2007 18:40:03 GMT
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You need the .gmax level files for that, but they're not public afaik.

Subject: Re: Multiplayer .lvl's
Posted by [Slave](#) on Mon, 09 Apr 2007 18:42:14 GMT
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the gmax file for hourglass can be found in the howto folder of the mod tools.

Subject: Re: Multiplayer .lvl's
Posted by [JeepRubi](#) on Mon, 09 Apr 2007 20:15:21 GMT
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Besides hourglass, they aren't public, you can try to extract the actual geometry into renx but then it would need to be re skined.

Subject: Re: Multiplayer .lvl's
Posted by [CarrierII](#) on Tue, 10 Apr 2007 07:29:56 GMT
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I only need the geometry, how would I do that?

Subject: Re: Multiplayer .lvl's
Posted by [Zion](#) on Tue, 10 Apr 2007 12:58:51 GMT
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Extract the <mapname>.w3d file from the .mix file and import it into a 3D editing suite.

Subject: Re: Multiplayer .lvl's
Posted by [CarrierII](#) on Tue, 10 Apr 2007 13:31:45 GMT
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Thanks!
