
Subject: Editor Help!

Posted by [Skysniper](#) on Mon, 17 May 2010 16:38:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Okay i Tried my hand at Making a Ren Map, Well i did every thing the Tut Said to do, When i Exported it to the Level's Folder for The Ren Tool's Level Edit, For the Package When i open'ed it, with the Edit Tool. The Terrain it had did not show up Here is a Picture,as You can see it is just the Westwood W, Can some one tell me What i did wrong and how to do it right, or point me to the right Tut That would be great!. <Sorry For Some Reasson The Scrn Shot Won't Upload Right So here is a link>

<http://img185.imageshack.us/img185/5899/leveledit20100517112431.png>

Subject: Re: Editor Help!

Posted by [Tupolev TU-95 Bear](#) on Mon, 17 May 2010 17:35:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is it possible you didnt apply the textures?

Subject: Re: Editor Help!

Posted by [Skysniper](#) on Mon, 17 May 2010 17:42:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

im sure i did, i have done this in RenX and it should have Been Exported with the W3D to the Ren Level Edit Level Folder, or so it said it would...Here is screen of what it should have been..So Any Idea how to do it right or what i did wrong, Or point me to a Tut that can help?

File Attachments

1) [gmax 2010-05-17 12-39-22-56.bmp](#), downloaded 388 times

Subject: Re: Editor Help!

Posted by [Gen_Blacky](#) on Mon, 17 May 2010 19:03:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

if that's a texture uncommon to renegade it need's to be in the level edit folder.

Subject: Re: Editor Help!

Posted by [GEORGE ZIMMER](#) on Mon, 17 May 2010 19:31:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, you need to put your textures inside of the Level Edit folder. I usually put all my textures, models, and etc into "EditorCache"... seems to work fine, but it doesn't matter much- it's just for organization.

Subject: Re: Editor Help!

Posted by [Skysniper](#) on Mon, 17 May 2010 19:50:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Okay it worked, Thank you Very Much For the Help!
