Subject: Re: Problem with terrain loading
Posted by crazfulla on Sun, 28 Mar 2010 02:37:43 GMT
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Your w3d needs to have a unique name that no other w3d will have. I usually name my w3ds after the map itself. But simply renaming the W3d will not work, you have to re-export it from RenX with the new name otherwise it will fail.

Other than that the only other possible cause I can think of is that if you are making a new map with new terrain you can't mod the existing presets. You have to temp (clone) them.