
Subject: Who enjoys LE?

Posted by [Titan1x77](#) on Tue, 19 Aug 2003 02:38:26 GMT

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LevelEdit is taking it's Toll on me.

I mush rather spend the time creating the map in ren-x and then passing it off with all the vis meshes intact and having someone generate vis and do all the small tasks in LE(PT's,Spawners,waypaths..etc.).

Im looking for someone with the proper understanding of LE and willing to help me pump more maps out for Renegade at a faster rate....Ive got about 3-4 maps pretty much modeled,and Ive got 3 mod teams which all of them I would like to map for.

the best known commando guys I know of are Dante and General Havoc...which Both have there hands full.

If theres someone who has experience with LE,Please consider helping me thru a few projects...I can in return help finish with texturing and modleing there Idea's or unfinished projects.

Subject: Who enjoys LE?

Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 02:42:57 GMT

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Do them yourself. No one is going to do it for you.

Subject: Who enjoys LE?

Posted by [Titan1x77](#) on Tue, 19 Aug 2003 02:47:13 GMT

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AircraftkillerDo them yourself. No one is going to do it for you.

You know aswell as anyone it gets to be a pain,and its much more enjoyable to model them and texture them.

Im just asking if anyone is up to it...I didnt ask if I should do it myself.

You still LE everyone of your maps?

Subject: Who enjoys LE?

Posted by [Aircraftkiller](#) on Tue, 19 Aug 2003 02:52:11 GMT

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I do everything in my levels that aren't for Renegade Alert, as some of the levels I create are

immense and need a better computer to process the visibility rendering.

The only times I have anyone else look at something I've done is when I need assistance; e.g. a level crashes for no apparent reason. Dante or NeoSaber lends assistance when needed in that situation.

Everything else is done by myself, and I enjoy using LevelEdit to create additional things that aren't possible when using Max.

Subject: Who enjoys LE?

Posted by [YSLMuffins](#) on Tue, 19 Aug 2003 03:37:00 GMT

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I agree, LE edit can be a pain, but I enjoy it a whole lot more than gmax, because I spend the majority of time in gmax and LE is quite a refreshing change of scenery.

But getting to place PTs, spawn points, etc, that can be a hassle, but it's a lot easier than gmax work IMO. And VIS, well, that takes a long while, too, especially with the manual VIS point placement.

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Posted by [Ugauga01](#) on Tue, 19 Aug 2003 07:45:48 GMT

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When you do all things yourself you can be proud of it.
