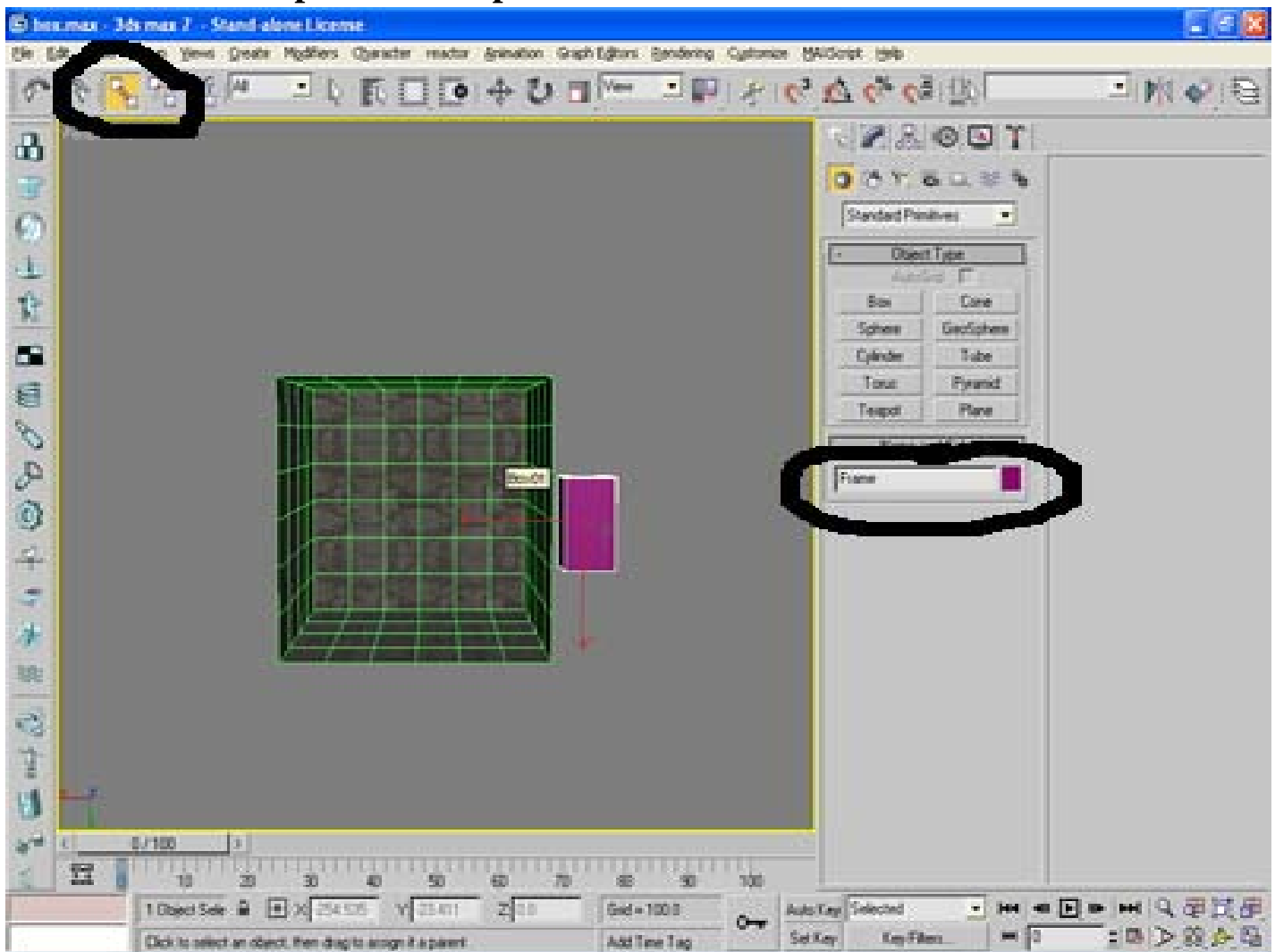


Building Frame\ Exporting Map

- 1.) You are almost done with 3ds Max! All that's left is the frame and exporting! LET'S DO IT!
- 2.) Open your 3ds Max 7 map, BOX.
- 3.) Go to your create tab. (should be default tab)
- 4.) Click on "Box"
- 5.) Make a small box next to your map.
- 6.) Underneath the list of shapes you can make, there is a "Name and Color tab".
- 7.) The name of it should be "box #".
- 8.) Change the name of it to "Frame". You can change the name in the textbox right under the "Name and Color" Tab.
- 9.) When you finish naming it in the circled textbox, click the tool I selected in the upper right corner. This is the select and link tool. We need to link our map to our frame, or else our map will not export.



- 10.) Once the select and link tool is selected, click and drag from your Level box to your Frame box, the one we already textured.
- 11.) Nothing will happen. Nothing is supposed to happen.
- 12.) Your frame is built! Hooray!
- 13.) Now, for exporting.
- 14.) Click file, then export. NOT EXPORT SELECTED. Export!
- 15.) Navigate to your Halo CE\data\levels\box\models folder.
- 16.) Make the name "Box".
- 17.) Save it as a .JMS file. You won't be able to save it as a .JMS unless you have Blitzkrieg, which you can download... HERE: <http://hce.halomaps.org/index.cfm?pg=3&fid=1639>
- 18.) Click Save. If you linked the two boxes, Frame and Box01 correctly, it will export successfully. If not, you might need to try linking again.
- 19.) Now, you can quit out of your 3ds Max 7 scene. You're done with it.