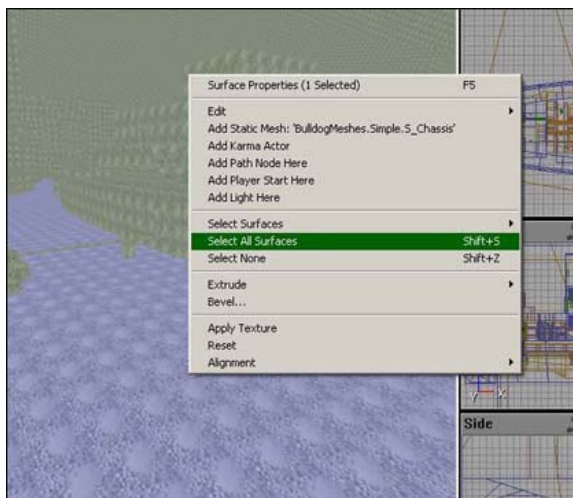
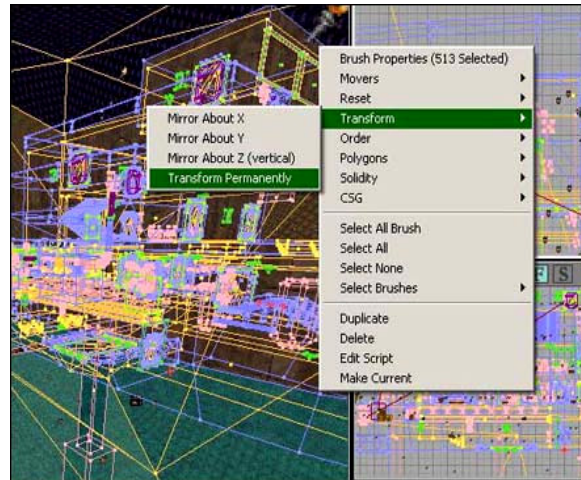


Porting maps UT >> UT2k3

Many people will want to port their favorite maps from UT to UT2003.

This tutorial will teach you how to do it in few steps:

1. Open UnrealEd2.0 & a copy of a map you wish to convert (not original file). Open also UED3.0.
2. Select all brushes by right click on a brush and do select all brushes.
3. Right click and select TRANSFORM > TRANSFORM PERMANENTLY and Rebuild.
4. Select all brushes again and do Edit->Copy. (You can also try to copy lights too.)
5. Now switch to UnrealEd3.0 and do Edit->Paste. Rebuild geometry.



6. Select all surfaces and give them one texture (doesn't matter which at this point).

7. Go to TOOLS-> scale the map by 1.25, then build all. Save.

8. You'll have to redesign movers or export from UT and import to UT2k3 each brush separately.

9. Re-texture and place weapons, decorate etc!

Note!

Not all maps can be ported at once. There can be a brush that won't port, so you'll have to locate and delete it before copying.

Also there is an alternative way of porting and involves exporting/importing to .t3d instead of copy/paste.

When a map is ported you might get clipping errors. In that case it's good to turn many brushes into static meshes.

You might also want to check the map out in UT2K3 before rescaling, as some people think that not all maps need it.

--DocEDo
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