
Subject: Help With Buildings and Proxys in RenX
Posted by [Anonymous](#) on Thu, 20 Feb 2003 13:18:00 GMT
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another easy work around for this is to make the terrain selectable from the commando menu, then select the elevator, and deleteBE VERY CAREFUL, AS THIS CANNOT BE UNDONEi accidentally deleted an MCT once, had to redo the entire level, so BE CAREFUL, make sure you have the correct object, and it will delete the elevator without editing the gmax.
