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Subject: my first post...with a question

Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:19:00 GMT

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use the Four way Gizmo to move your model to 0x,0y and 0z coordinates,make sure you use RenX W3d tools to set your collision mode of all meshes for Physical,Vehicle ect....(depending on meshes)thenWhen exporting from RenX,export your model as a Heriachy model, not animated. (the choice just above Heriachy animated model)now in leveedit, TEMP or ADD your model in the TILES section. now MAKE your model on the map, you should be able to click on it and rotate with the < > keys, and move it with the mouse or arrow keys, remember holding shift while using arrow keys allows you to go up and down.and oh yeah, KANE LIVES!

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