Subject: Single Player Buildings On Maps
Posted by Anonymous on Sun, 12 Jan 2003 03:24:00 GMT
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since the buildings arent going to be damageable just use the exterior and the interior
agregates......merge them and group them together as whatever building they
are.....Ie...nod_hnd,nod_pwr,nod_obel,....etc...etc.Then just place them on your map in gmax and
export.since the buildings arent going to be damageable you dont need the gmax damage
agregates and you dont need to place a building controller on the building in the commando
editor.No lag will be caused in multiplay by the elevators since you will not be using them.Does
that answer the question you were asking?Eric. [January 12, 2003, 03:32: Message edited by:
SGT.May]