Subject: help with reconstruction of SP buildings
Posted by Anonymous on Thu, 28 Nov 2002 16:46:00 GMT
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you problem probably lies in exporting the oblisk with too much stuff...animations are aggregates (Tile)doors are doors (tile)interior is an aggregate (tile)damage is an aggregate (tile)exterior is a "terrain" but can be used as an aggregate (tile) but will NOT be destroyed by a beacon according to Ack.maybe you should follow that guideline