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Subject: help with reconstruction of SP buildings

Posted by [Anonymous](#) on Thu, 28 Nov 2002 16:43:00 GMT

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you need to understand how door phys works before you try that one out...also..please don't trash and bag on these, the original stuff for Renegade was done in 3DS MAX NOT IN GMAX/RENX, that was a tool that WS developed JUST FOR US TO USE, so you should feel lucky that they DID have these models laying around in a format that we could use... mostly they where for tutorial purposes only, see how to make buildings, everyone is so concerned about reconstructing buildings that are already in game, how is that "Mod"ing them, you said you must mod... you are reinventing the wheel... as for the elevator for the oblisk... it is in always.dat, already a w3d, just proxie that in, and quit wasting all that time.

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