Subject: Cloning problems... Greg? Anyone?
Posted by Anonymous on Wed, 09 Oct 2002 11:23:00 GMT

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As others have pointed out, you might have problems with name collisions or the w3d options. Another thing to consider is making one lamp-post tile and placing lots of instances in the editor. This will be more efficient. Here's a trick in LevelEdit: select something and start dragging it around while holding the left mouse button. click the right mouse button while you're dragging and you will leave behind copies of whatever you have selected (even if it is a bunch of objects). This makes it really easy to place a lot of stuffgreg