
Subject: Re: Building meshes are all messed up
Posted by [Jerad2142](#) on Sat, 11 Nov 2006 05:54:45 GMT
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Try using the building interiors from the presets list in level editor (warning you will have to adjust their positions manually). There are two separate categories for these, one is in terrain and one is in tile try both and see which you like working with better.
