
Subject: Re: Building meshes are all messed up
Posted by [Titan1x77](#) on Tue, 14 Nov 2006 22:20:10 GMT
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are you moving them in Level editor?

if so the proxys now move to 0,0,0 as they reset once you move the building.

place your buildings exactly where u want them in Ren-x using the xyz coords of where u want them to be in the heightmap.
