Subject: Re: Renegade Buildings
Posted by Spetz5 on Mon, 05 Feb 2007 01:31:35 GMT

I somehow managed to be able to add my buildings through just level edit. I just saved the W3D of it, then added a preset for it in the terrain section, made it, clicked and dragged. It's tricky though, as some buildings will littelry fall apart when you move them. I just have to re-open my map to get the lost doors back.