
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Sun, 19 Aug 2007 23:26:56 GMT

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Ok, this is what I did:

I loaded up an older version of the terrain, exported that, and that seems to work.

So I rotated the AGTs 90°, but when I look at them in game, one of them has their exterior facing the same direction as before, and you can see into the inside that the inside is facing the way I turned it.

And the other AGT's exterior is completely invisible, and you see that the inside is facing the correct direction.

This is a screen shot of how it looks in Level edit. This is the way it is supposed to look:

Now here is what it looks like in Renegade. Notice the interiors are facing the correct direction, but the exteriors aren't. And one of the exteriors doesn't even show up!:

What is wrong?! How come it is all mixed up!?
