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Subject: Re: Help with proxies

Posted by [R315r4z0r](#) on Wed, 22 Aug 2007 01:49:47 GMT

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Wait a second, I just got time to do what you said to do, but thinking about it confused me.

Are you saying to export the building with the new prefixes, then temp the presets in level edit to have the new prefixes?

If that is what you mean, than I already did that. Because look at it this way, if I DIDN'T already do it, I wouldn't even be seeing the insides of the building. This is why I am so confused. I already gave the presets the new prefix names, but they still aren't targetable in game.

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