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Subject: Re: Unexplained Map Load CRASH!!  
Posted by [Oblivion165](#) on Mon, 15 Oct 2007 17:40:04 GMT  
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bat66wat6 wrote on Mon, 15 October 2007 11:01KK MAJOR PROBS WITH THAT

- 1: WTF is a proxy!? And how do i change it...?
- 2: How do i make my own doors or As u put it "Replace them"

I did not put on terrain selectable! I just selected each 1 and deleted it then carefully realigned the new GDI Green lock doors!

- 1) <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=18>

Its a small box that will be replaced on load with the object wanted. When your in the building file in max or renx, move your camera below the buildings and look up. Those are all the proxies the buildings use to load the doors and pts etc etc.

- 2) You will need to rename the proxie that is used for the doors to your own custom file. Just import the originals to get the correct locations.

- 3) Same thing.

EDIT: Try <http://www.UploadHut.com> for that file.

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