
Subject: Conyard Model Help

Posted by [The Executor](#) on Thu, 28 Feb 2008 10:50:57 GMT

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Okay I have a problem, I am making a map using heightfield with the building mp_nod_conyard and you cant export the whole thing as terrian because then when you try to move the building all the interior meshes move apart so I have to do them seprate which works fine with other buildings except this one I exported the .w3d and I got the two sections allined except all the emmiters are showing and and the PCT is messed up and the MCT will not target either. So I have no clue what he problem is; help anyone?

File Attachments

1) [MCT bad.jpg](#), downloaded 594 times



Blue text on a monitor screen in the background, likely displaying game logs or system messages.

Renegade

SE

+200

200

Credits: 10003

Time Remaining

2) [PCTbad.jpg](#), downloaded 603 times



 Purchase T

Credits: 99999

Time Remaining

3) [crack.jpg](#), downloaded 601 times



Construction Yard

Renegade

Credits: 99999

Time Remaining

+100
100

W