
Subject: Re: Conyard Model Help

Posted by [The Executor](#) on Thu, 28 Feb 2008 15:29:55 GMT

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No I mean I selected one building in renx lets say a GDI pp and export is as terrian. It has the interiors, exteriors and all of the proper emmiters. Then when I select "Terrian is Movable" or something like that and try to move the pp in a HEIGHFIELD map again all the meshes come aprt and go to the (0,0) point on the map. So I found out I could get the buildings to work by putting two items together exporting the two diffrent sections incharge the exterior and then next the interior. So my problem is is that all of the emmiters are showing and the PCT has the 4 animations going on at the same time along with the MCT aswell. When I tried moving the GDI pp I got it fro the building_proxy file from renhelp. They also dont have the proper CY model in the folder either.
