
Subject: OMG Need urgent Help conc. implementations of buildings in leveledit
Posted by [rrutk](#) on Wed, 19 Mar 2008 18:26:30 GMT

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OMG...I'm going to be mad. I'm now sitting here for hours and days and dont get it working.

I'm trying to set some old renbuildings in leveledit (repbays and silos).

Got the GDI RepBay working. I assigned the meshprefixes in gmax new and imported the w3d as a tile.

It doesnt really work with the other buildings. Everytime a made the w3d-file new with gmaxexport (new meshes) and i import them in level edit and most after it made then the tile and the building, renegade crashes while testing - mesh-error??? but the meshes are ok...

the problem is, after deleting the building and the tile from the level and even after deleting it from the presents, renegade dont work again. is the wrong information stored somewhere permanent?

it seems so, because after running a backup of the level without the conc. building, all is fine again....

someone could help me? would upload the files somewhere....