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Subject: Re: OMG Need urgent Help conc. implementations of buildings in leveledit  
Posted by [The Executor](#) on Thu, 20 Mar 2008 15:57:52 GMT

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Ummmm.....well you don't need to change the files meshes. Just try opening all of the .gmax files of the building you want then export it. After that temp it as Terrian and then make it. For single meshes you might have to move them. Never change the meshes because they don't exist. Also when deleting stuff never just click on it and delete it, click on the 'Instances' tab in LE and then delete all of the terrian that way.

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