Posted by Reaver11 on Thu, 20 Mar 2008 16:18:56 GMT
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MSwindows wrote on Thu, 20 March 2008 09:57Ummmm.....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.

Do you know what you are saying yourself?

'Never change the meshes because they don't exist.' Rofl if meshes didnt exsist than nothing in renegade did.

Anyways back to the problem.

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

The point MSwindows makes correct is that it shouldnt be a tile a buildings exterior and interior and visplanes are always in the Terrain Section.

Damage animations or nice lights on the outside of the buildings are leveltiles. (if you only use a building as decoration you could make it a tile)

The Building exterior calls in the aggregates and interior through callboxes (those funny yellow boxes)

'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' could you clarify this sentence?

I think you mean after I export a new building, I dont get your (new meshes)