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Subject: Problem with buildings

Posted by [Dishman](#) on Wed, 31 Dec 2003 22:56:49 GMT

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If you got the Howto base layout, just delete the rocks and whatnot, as well as whatever you don't want. All you really need are the buildings, so just delete what you don't need and save the scene as something else, so you still have the original file. Open your map in RenX, then go to File>Merge, select the building setup from the Howto directory, or whatever files you got, click 'merge' and they should merge in, then just place the buildings in the terrain where you want them (scale down/up the map if it's too big in proportion to the buildings), and save/export. THEN you open it up in Commando, add building controllers, etc.

That's what I'd do, at least, there are variations in the procedure.

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