Subject: St00pid Question
Posted by Anonymous on Thu, 12 Dec 2002 11:35:00 GMT
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but what is tha blue stuff around the buildings?http://www.n00bsto
ries.com/image.fetch.php?id=1506538244I suspect it has to do with vis, but maybe now i can
know for real.also how important is this to flying maps?couldent i just use non-flying buildings and
enable flying as well?also, how can i move it around with the buildings in renx? [December 12,
2002, 11:36: Message edited by: DeafWasp]

Subject: St00pid Question
Posted by Anonymous on Thu, 12 Dec 2002 15:21:00 GMT
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Right click anywhere and choose Unfreeze all

Subject: St00pid Question
Posted by Anonymous on Fri, 13 Dec 2002 00:39:00 GMT
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you can unfreeze them in the display->freeze options.

Subject: St00pid Question
Posted by Anonymous on Fri, 13 Dec 2002 00:44:00 GMT
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Okay those make it impossible to land ontp of *oh say* the AGT. They are there so you cannot
belpoy a beacon ontop of somewhere you cannot get to by foot.

Subject: St00pid Question
Posted by Anonymous on Fri, 13 Dec 2002 00:53:00 GMT
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They look green to me.