Subject: building wont "make" in Commando
Posted by Anonymous on Sun, 12 Jan 2003 13:37:00 GMT
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Help! I've made this large building in gmax, exported to W3D etc. I've added it as a temp tile in Commando but it wont make! It thinks about it for a moment but nothing happens!! This is so frustrating! Why wont this building make itself in commando??!!

Subject: building wont "make" in Commando
Posted by Anonymous on Sun, 12 Jan 2003 16:26:00 GMT
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help!

Subject: building wont "make" in Commando
Posted by Anonymous on Sun, 12 Jan 2003 16:44:00 GMT
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I think you add the buildings in RenX using the merge button under file, then find the building and a little window will pop up and then you click on the stuff you want from that. Then, click on the "select and uniform scale" button to re-size it. [January 12, 2003, 16:48: Message edited by: Tiberc]

Subject: building wont "make" in Commando
Posted by Anonymous on Sun, 12 Jan 2003 18:45:00 GMT
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Is the W3D in your modfolder? does your temp preset point to it correctly?

Subject: building wont "make" in Commando
Posted by Anonymous on Sun, 12 Jan 2003 19:06:00 GMT
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I dont wanna merge this building with terrain, it's a deathmatch inside this building.Everything is set up correct, there's no reason why it isn't making.