
Subject: building interior is detached

Posted by [Anonymous](#) on Thu, 13 Feb 2003 22:16:00 GMT

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i placed my weapons factory in an heightfield before and it worked....this time the interior is detached in the air what did i do wrong?

Subject: building interior is detached

Posted by [Anonymous](#) on Fri, 14 Feb 2003 01:27:00 GMT

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when file folder do i merge from in g-max and what files do i merge....ex mgwepns_ext??or the ext_n one? and do i select all?

Subject: building interior is detached

Posted by [Anonymous](#) on Fri, 14 Feb 2003 01:43:00 GMT

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when i merge the file into g-max the interior isnt even attached Someone please help!!

Subject: building interior is detached

Posted by [Anonymous](#) on Fri, 14 Feb 2003 02:16:00 GMT

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do i select all afterwards?

Subject: building interior is detached

Posted by [Anonymous](#) on Fri, 14 Feb 2003 02:39:00 GMT

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something is def wrong the textures arent showing up nowAnd ive reinstalled g-max,ren-x,and the buildings.zip ?????Someone please help my map is almost dne and i need to place buildings

Subject: building interior is detached

Posted by [Anonymous](#) on Fri, 14 Feb 2003 12:30:00 GMT

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May you ahve amde the 'Terrain selctable' option enabled? That sometimmes remove interiero from exterior.

Subject: building interior is detached

Posted by [Anonymous](#) on Fri, 14 Feb 2003 13:11:00 GMT

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quote:Originally posted by Titan1x77:when file folder do i merge from in g-max and what files do i merge....ex mgwepns_ext??or the ext_n one? and do i select all?I think you have to use the file mgwep_ext_n.gmax. Make sure you use everything that's in that file and don't move the different objects seperately. Its probably best to Group everything so you don't accidently shift around the proxies or something.

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Posted by [Anonymous](#) on Fri, 14 Feb 2003 13:31:00 GMT

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thanks neosaber...ive got it now

Subject: building interior is detached

Posted by [Anonymous](#) on Sat, 15 Feb 2003 00:52:00 GMT

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when i select mgweps^.ext it brings up a new window do i select all ?? im in dying need to fix this without buildings i can't map!!im very frustrated at the moment and would love someone to help...ive read thru all the tutorials and found out nothing about which files to merge after i select mgweps^.ext??
