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Subject: Shadow Meshes

Posted by [rawapple](#) on Thu, 13 Mar 2003 20:23:31 GMT

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Hi all,

You've probably seen me in other forums or maybe just online.

The question i have is:

How do i get rid of those SHADOW MESHES? You probably know what i'm talking about: those meshes that appear when you move a c&c building (barr, hand, etc.). I can't figure out how to delete these meshes. I'm trying to make a map with flying units and no AGT or OB. I know that if you press the Proj button under the W3D tab you can select all of them but i can't figure out how to select only one! And the real problem is that they show up in LevelEdit and won't show up as objects under RenX (what i'm saying is if you press 'H' on your keyboard during a RenX session you can select different meshes by name. While you can see the meshes in the perspective window it won't show up in the select object menu.)

any help would be appreciated.

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