Subject: Re: Building meshes are all messed up
Posted by Spice on Sat, 11 Nov 2006 06:12:34 GMT

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You moved the proxies in Renx. You need to re-place the buildings on your map.
There are little blue boxes within the buildings, these are the proxy bones. If you're going to move the whole buildings, they have to move with it.

The proxies tell level edit where to load the interior tiles.