Subject: Re: Building meshes are all messed up
Posted by bgkill007 on Sun, 12 Nov 2006 08:12:19 GMT

Jerad Gray wrote on Fri, 10 November 2006 22:54Try using the building interiors form the presets list in level editor (warning you will have to adjust their positions manually). There are two separate categories for these, one is in terrain and one is in tile try both and see which you like working with better.

Im going to try this first because i cant seem to find the proxies in the file, how to i find them?