Subject: Re: Building meshes are all messed up
Posted by bgkill007 on Tue, 14 Nov 2006 08:28:39 GMT

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Sorry that i replied to my reply, but the edit expirery ran out.

Ok it seems that no matter what template i use, if the map terrain is built using a height field the interior meshes tend to be in the one place.... But maps using the terrain in renx r fine... Y does this happen...