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Subject: Conyard Model Help

Posted by [The Executor](#) on Thu, 28 Feb 2008 10:50:57 GMT

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Okay I have a problem, I am making a map using heightfield with the building mp\_nod\_conyard and you cant export the whole thing as terrain because then when you try to move the building all the interior meshes move apart so I have to do them separate which works fine with other buildings except this one I exported the .w3d and I got the two sections allined except all the emitters are showing and and the PCT is messed up and the MCT will not target either. So I have no clue what the problem is; help anyone?

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### File Attachments

1) [MCT bad.jpg](#), downloaded 441 times

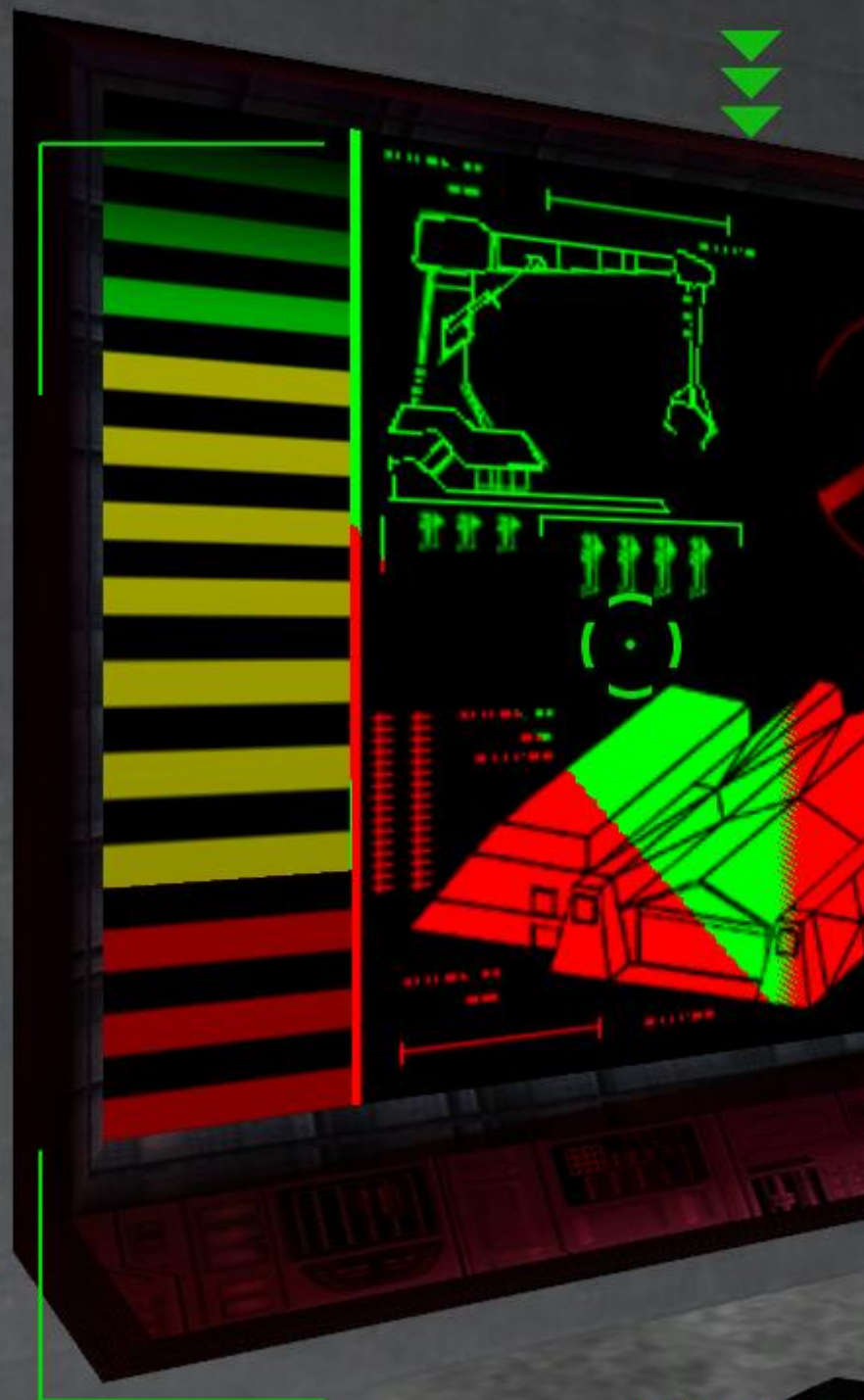


1. The first step is to identify the problem.  
2. The second step is to analyze the problem.  
3. The third step is to develop a solution.  
4. The fourth step is to implement the solution.  
5. The fifth step is to evaluate the solution.

Renegade

Credits: 10003  
Time Remaining

2) [PCTbad.jpg](#), downloaded 442 times



 Purchase T

Credits: 99999

Time Remaining

3) [crack.jpg](#), downloaded 447 times





Construction Yard

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