Subject: Conyard Model Help Posted by The Executor on Thu, 28 Feb 2008 10:50:57 GMT View Forum Message <> Reply to Message

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 terrian because then when you try to move the building all the interior meshs move apart so I have to do them seprate which works fine with other buildings except this one I exported the .w3d and I got the two sections allined except all the emmitters are showing and and the PCT is messed up and the MCT will not target either. So I have no clue what he problem is; help anyone?

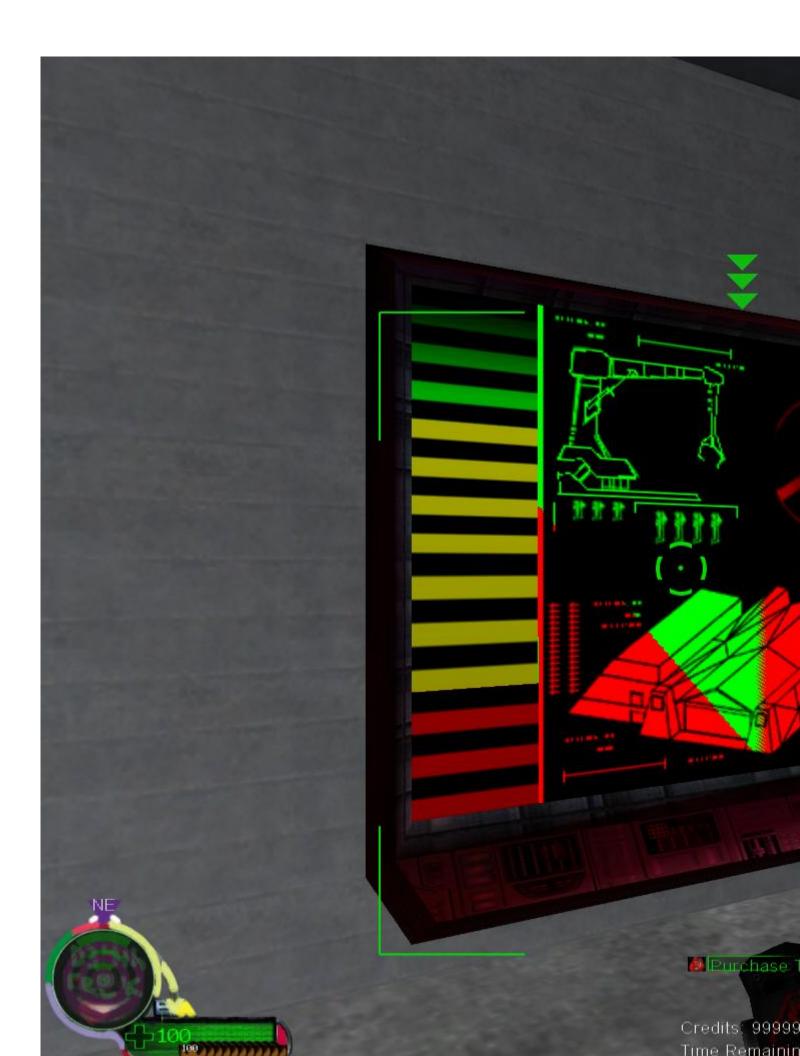
## File Attachments

1) MCT bad.jpg, downloaded 379 times

Page 1 of 6 ---- Generated from Command and Conquer: Renegade Official Forums



Page 3 of 6 ---- Generated from Command and Conquer: Renegade Official Forums



Page 5 of 6 ---- Generated from Command and Conquer: Renegade Official Forums

