

---

Subject: Re: Always.dat Model Question

Posted by [Oblivion165](#) on Sun, 30 Oct 2005 04:09:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Buckery wrote on Sat, 29 October 2005 16:53I was looking through all the models for the buildings in Always.dat, I found many parts to a building however i cant find the Exterior models. Just PTs, Msts, Lights, Smoke, ect.

Is there no Exterior models in always.dat?

Thanks!

Working versions, no. The building exteriors use Proxis to load all the inards like stated above. Proxis only work when exported as Renegade Terrain. Therefore they will have to be exported on the map because the terrain is a bitch to move manually in LE. (90 building piece that would all have to line-up etc)

More on Proxies here: <http://renhelp.co.uk/?tut=61>

---