
Subject: Building meshes are all messed up
Posted by [bgkill007](#) on Sat, 11 Nov 2006 02:40:15 GMT
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hi, i see you are all really good with modding renegade so i need some help with a map im trying to make.

Like i merge and edit the renx file into renx and then put it into level edit, and when i load in the exterior of the buildings are in the right places, but all the interiors are all mixed together in 1 location.... Wat have i done wrong? am i using a bad set of models? if so can someone give me a link for the building meshes or wateva u have to put in renx.

Here is a screenshot of wat it looks like in leveledit:

Also i have attached the building renx file im using.... So if anyone has a better file or models or mesh or wateva or can offer any help as to y this is happening and how to fix it, it'd be greatly appreciated.

File Attachments

1) [buildings.zip](#), downloaded 133 times
