Subject: Replace multiple objects in Renx
Posted by R315r4z0r on Mon, 13 Aug 2007 23:25:58 GMT

I made a model of a Traffic light and saved it as its own file. Then I exported the model and duplicated and placed it around a map in another Renx file.

Turns out there is an problem with the model that needs a fix, is it possible to simply edit the one model, and replace all the other ones without having to reposition them manually?