Subject: Re: Help with proxies
Posted by Titan1x77 on Tue, 21 Aug 2007 00:12:57 GMT

just export the.gmax for the interior and Temp the old one wth a new prefix for all meshes

example mg_ag2.w3d and all meshes have ag2 instead of agd

then set up the temp for the proxy to hit ag2

this is only needed if you have them close together, other problems you run into doing it the old way is that the lightmaps are cloned too...i just re-did this for my latest map, only takes a few mins

or do a hex edit of the interior file and find and replace all mg_agd with mg_ag2