Subject: Re: Help with proxies
Posted by Zion on Wed, 22 Aug 2007 12:33:06 GMT
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If the prefixes are screwing with your map (i don't see how) you need to re-export the whole building again.

That is the whole building, not just the exterior. The interior, PCT's and MCT will need exporting as well and you will need to fix the proxies for the exterior mesh.