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Subject: Problem with buildings  
Posted by [dufis791](#) on Tue, 30 Dec 2003 23:18:28 GMT  
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how exactly do u get a building in level edit? all i get is that stupid pound sign with a roof thing.  
how do i add the acctual moddles, and what is the pound sign thing for?

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Subject: Problem with buildings  
Posted by [gendres](#) on Tue, 30 Dec 2003 23:20:00 GMT  
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Those are the Building Controllers. To add the actual structure you must do it in RenX

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Subject: Problem with buildings  
Posted by [dufis791](#) on Tue, 30 Dec 2003 23:22:19 GMT  
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SO I HAVE TO MODDLE THE BUILDINGS MYSELF!!!!!! all i want are the regular westwood buildings!

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Subject: Problem with buildings  
Posted by [Deafwasp](#) on Wed, 31 Dec 2003 01:47:18 GMT  
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no, you open your map in renx and FILE > MERGE them into your map. Yah dufus...

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Subject: Problem with buildings  
Posted by [spreegem](#) on Wed, 31 Dec 2003 04:11:04 GMT  
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ftp://ftp.westwood.com/pub/renegade/ you should be able to find all the Renegade stuff you need there.

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Subject: Problem with buildings  
Posted by [dufis791](#) on Wed, 31 Dec 2003 18:33:18 GMT  
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thanx...i found them i thought they came with le, guess not. thanx though

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Subject: Problem with buildings  
Posted by [dufis791](#) on Wed, 31 Dec 2003 19:39:57 GMT  
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now what do i add exactaly?

i got the building pack, but there are so many meshes....what do i add to the gmax file?

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Subject: Problem with buildings  
Posted by [Dishman](#) on Wed, 31 Dec 2003 22:56:49 GMT  
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If you got the Howto base layout, just delete the rocks and whatnot, as well as whatever you don't want. All you really need are the buildings, so just delete what you don't need and save the scene as something else, so you still have the original file. Open your map in RenX, then go to File>Merge, select the building setup from the Howto directory, or whatever files you got, click 'merge' and they should merge in, then just place the buildings in the terrain where you want them (scale down/up the map if it's too big in proportion to the buildings), and save/export. THEN you open it up in Commando, add building controllers, etc.

That's what I'd do, at least, there are variations in the procedure.

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Subject: Problem with buildings  
Posted by [spreegem](#) on Wed, 31 Dec 2003 23:21:25 GMT  
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How do you import .w3ds back into Gmax because I can't find the gmax file to my map anywhere and all I have is the .w3d, also how would you scale something?

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Subject: Problem with buildings  
Posted by [Cpo64](#) on Wed, 31 Dec 2003 23:29:59 GMT  
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I have a problem with my War Factory, I built it on a bog, now its sinking, and the second floor is flooded. Its sinking faster on one side then the other, so its kinda leaning to one side, how can I fix it?

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Subject: Problem with buildings  
Posted by [Infinint](#) on Wed, 31 Dec 2003 23:32:52 GMT  
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Cpo64I have a problem with my War Factory, I built it on a bog, now its sinking, and the second

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floor is flooded. Its sinking faster on one side then the other, so its kinda leaning to one side, how can I fix it?  
Cant help ya there... (dumbass)

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Subject: Problem with buildings  
Posted by [Cpo64](#) on Wed, 31 Dec 2003 23:33:56 GMT  
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Yeah, your right, I probaly should place my War Factories on more stable ground?

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Subject: Problem with buildings  
Posted by [dufis791](#) on Thu, 01 Jan 2004 00:08:37 GMT  
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now how do i get the vehicles to appear in the right spot?  
in some scrnshots ive seen (for other things) there is a blue line connecting the controler to this little vehicle thing.  
what do i do for that?

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Subject: Problem with buildings  
Posted by [Cpo64](#) on Thu, 01 Jan 2004 00:27:06 GMT  
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Click on the building controler and press Ctrl + P if I recall

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Subject: Problem with buildings  
Posted by [dufis791](#) on Thu, 01 Jan 2004 01:45:30 GMT  
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thanx, then click where you want it, right?

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Subject: Problem with buildings  
Posted by [Cpo64](#) on Thu, 01 Jan 2004 02:34:14 GMT  
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Yes

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Subject: Problem with buildings

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Posted by [dufis791](#) on Sat, 03 Jan 2004 17:49:08 GMT

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got it to work very happy thanx yall.  
this is the one thing i love about these forums, lots of kind helpfull ppl  
thanx

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Subject: Problem with buildings

Posted by [kawolsky](#) on Sat, 03 Jan 2004 19:39:35 GMT

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dufis791got it to work very happy thanx yall.  
this is the one thing i love about these forums, lots of kind helpfull ppl  
thanx

yea..now f\*\*\* off, lol j/k

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