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Subject: Help With Buildings and Proxys in RenX

Posted by [Anonymous](#) on Thu, 20 Feb 2003 10:37:00 GMT

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Question 1: I am making a map but i want to remove the lift from a singleplayer building. In RenX all I add is the singleplayer buildings exterior as that includes proxys to "spawn" the interior. How do i remove the elevators from the building but still keep the proxys so that there "spawned". Do i have to remove the proxy and then use a gmax file instead of the proxy and remove the elevator from there. Any help? Basically i'm removing elevators and security doors (replacing with normal) and things from singleplayer buildings. Question 2: Can i get away with using singleplayer building controllers on singleplayer buildings in multiplayer? The game crached when i pressed "K" but not "J"(both sides).

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