Did you make an entry in the Tile section of the presets in Commando?If you didn't, first write down the name of that yellow box in the center of your buildings. It should be like buildingprefix_int~. Next, in Commando, open up the Tile section of the presets, and create a new section. Give it a name, and press OK. Next, create a new file under your new section. (Click on your new section in the Tile folder, and click New at the bottom.) For this new file, name it the exact same name as that yellow box in Renx MINUS the "~" mark. So, for the example I gave above, it would be buildingprefix_int. Next, click on the Physics Model tab. (2nd tab from the left.) Make sure it is set as AccessiblePhys for it's physics type. Then, under settings, click on the folder icon next to the ModelName, and find the W3D file of the building interior. Then press OK, and you should be done!If this doesn't make sence, or you need more help, just PM me, and I'll be glad to help you out some more.   Also, be advised that I am tired, so if I missed anything, and I think I didn't, then feel free to correct me. I'm off to bed now.   [November 26, 2002, 21:50: Message edited by: vloktboky03]