Subject: Add buildings
Posted by Anonymous on Tue, 26 Nov 2002 03:02:00 GMT
View Forum Message <> Reply to Message

quick heightfield building thingy,make a CnCCrate Spawner, OBJECTS>SPAWNERS area.move it where U need a building, double click it. click Position tab. write down the XYZ co-ordinates it lists. move that crate out of the way. launch RenX, Merge file option, merge from the Buildings file which ever building U want. now move the building to the XYZ you wrote down, Export to the Modfolder as Terrain, Add terrain using TEMP button, make terrain. check building, is a little high or low? add or subtract Z until you get it right. (takes me about two to three tries).