Subject: uploading a big file
Posted by Anonymous on Sun, 17 Nov 2002 18:38:00 GMT
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I'm working on that too......i would like to place my buildings in level edit instead of in gmax......i'm working on it.Export it as an animated model and then load it into your building agregates directory and then you should be able to move it around in level edit.I'm guessing that you would want to assemble all of your building aggregates in renx and then export it.......but i could be wrong.....i havent got that far yet....i'm still working on getting multi story buildings built so that they will work properly in multiplayer(stairways in place of elevators)I am still working with them in renx......once i get the right groupings and everything set right i will hopefully have a better idea of how to do it correctly.good luck.   Eric.