Subject: Help: Pathfinding, Generate Sectors. Posted by bigwig992 on Thu, 08 Jul 2004 19:13:38 GMT View Forum Message <> Reply to Message

Just import each powerplant w3d as terrain, then make the terrain, and go to edit>make terrain selectable. Then you can move things around, like the powerplant, but also the rest of your map, so, be careful.

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