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Subject: Moving buildings in leveledit

Posted by [codemancq](#) on Mon, 07 Feb 2005 04:18:41 GMT

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How do I do this? I go to edit, terrain selectable, then when I try to move a building, the interior separates from the exterior of the building! Either I have to move my buildings onto the heightfield, because when I make the heightfield, the buildings don't sit on it, or I have to move the heightfield down, which I don't know how to do.

So, how can I move buildings without the interior separating from the outside, or how do I move heightfields?

Thanks.

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