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Subject: Exporting

Posted by [Oblivion165](#) on Mon, 07 Feb 2005 15:53:04 GMT

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OmG YoU LoSeR! ReNhEIP iS thE RoCkSoR!?!?!?!?

Anyway, things to check when exporting buildings.

1. Make sure your buildings are about like this in gmax. The closer the building is to the center of gmax, the closer they will be to the corner of the map. (Starting Corner)
2. Make sure you dont rename the .w3d after export. I normally wouldnt think people would, but i see it all the time. On export the w3d uses the export name internally.
3. Try putting a bulding in right in the center of gmax. That way right when you load the buildings preset, a building will be right under you.

EDIT: This site is like the upper backbone, and renhelp is the lower. Very essential to the community.

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