
Subject: Moving buildings in leveledit

Posted by [Oblivion165](#) on Mon, 07 Feb 2005 22:05:32 GMT

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codemancq_TFWxANDY_ <http://renhelp.co.uk/?tut=59>

Wow hey I've never seen that before!

Thanks a fucking lot!

Maybe Ill try that tutorial again, and get the SAME FUCKING RESULTS I DID THE LAST 10 TIMES I DID IT! IF THAT TUTORIAL HAD THE FUCKING ANSWER I WOULDNT BE POSTING HERE WOULD I!?!?

When i wrote that tutorial i only touched on making that style map. I didnt put in details about if the heighfield could be moved or not. Otherwise it would branch off, and then RenHelp would only have 1 tutorial, because it turned into everything else.
