Subject: Halo38's Teleport Models
Posted by Halo38 on Tue, 31 May 2005 16:31:50 GMT

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Cyber030Okay, I will try that. One more problem is, the teleporter models are all in one in a gmax form. How would I separate them so that I can save just the GDI teleporter, or just the nod one?

Simply copy the gmax file 2 more times and delete the models you don't want in each file. Move the remaining model you do want to the (0,0) XY co-ordinate in gmax so that when you 'make' it in level edit it the models center is where it should be.

Edit: It's been quite a while since i made those, I was a bit new to max at the time, I belived that creating them all in the same file some how optimised the material data. so thats why they are all in the same file