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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [CrazyBastard](#) on Tue, 04 Apr 2006 15:29:48 GMT  
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I came up with a quick fix... I had actually lost the Gmax file so I couldnt edit the original terrain but i used w3d importer to loaded a poorly textured version in renx, placed 2 new AGT's the right way around, Deleted everything except the AGT's, and exported as a seperate w3d. Then in LE i went under the instances tab then the original terrain and deleted everything MGAGD from the level, then temped a new preset for the 2 new AGT's and hit make.... viola instant victory ... Didn't actually take long, lol, just kinda messy. But no one will ever notice

### File Attachments

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1) [derailed1.jpg](#), downloaded 367 times

