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Subject: Re: C&C\_Epocilation

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 06:55:00 GMT

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That is what I thought I did, but I selected it all with a box then moved it.

But it doesn't matter now. I have some how reversed the problem to the complete opposite.

You see, I have fixed the AGT, both of them. But, now every single structure, BESIDES the AGTs and Obs, don't have an exterior. The main terrain is missing, and I can see the exteriors for the GDI buildings on another part of the map!

I have an idea on how to fix it though.

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