
Subject: Re: Conyard Model Help
Posted by [Reaver11](#) on Thu, 28 Feb 2008 17:18:03 GMT
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There are a few simple rules.

DO not use Terreselectable to move buildings!!!

You must always put them into Renx.

If you want to make a map with heightfield set all the buildings in a nice bases without adding extra terrain meshes.

So the buildings must stand on a point ABOVE $x=0$ $y=0$ (leave the z normal otherwise your heightfield will not fit)

So lets say you want to put down a conyard ->

It must on a value above $x=0$ $y=0$ so $x=33$ and $y=34$ is good.

Really dont fiddle with Z coordinates when using heightfield.
