Subject: Unlock objects in RenX ?
Posted by rrutk on Sat, 07 Feb 2009 17:24:28 GMT

I know, should be a basic skill, but anyway:

how to UNLOCK locked objects in RenX?

I've merged the buildings form the flying buildings template.

all the building meshes (not VIS, phys and stuff) are locked a way I dont know.

The apear in RenX, but I'm not able to select them.
The apear NOT in die list.

So I'm not able to move them...