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Subject: Re: Need Help

Posted by [Jerad2142](#) on Fri, 07 Jan 2011 00:07:04 GMT

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Proxies work by naming things as follows:

PRESETNAME~##

PRESETNAME - is the name of the preset in LE that is going to be placed on the w3d load (in your case they will probably be tiles).

~ - is just used to separate the name from the count.

## - is the count of this preset, starts at 00 and +1 for every proxy of this preset type on the map.

**IMPORTANT NOTE:** Don't allow your preset name to be any longer than 11 (possibly 12) characters, as when it exports to w3d it will chop off any names exceeding that length, and then it will be unable to find the name of the preset, and thus won't be placed.

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