
Subject: Re: Guide to new lighting features in 4.0RC1
Posted by [Mauler](#) on Tue, 04 Sep 2012 06:09:03 GMT
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Well the first time around I wanted to separate the Hand exterior, to keep it separate from the actual terrain mesh. By doing this i had to proxy the (mnhand_ext.W3D) along with the original structure proxy's, but once i loaded it into the editor the alignment of the interior relation to the exterior mesh was off

Here is how it was setup the first time

-Exported Test_level.W3D (Contained just the terrain ground and Original Hand proxys and one that I created to call the new altmat W3D exterior

-Added the Test_level.W3D to terrain

-Added the mnhand_ext.W3D to the terrain as well

-Loaded map and the the z-axis rotation of the interior was off by 90 degrees

The problem was corrected when i exported the exterior along with the terrain mesh and created two new w3d files for altmat
