
Subject: Renegade Buildings

Posted by [Gen_Blacky](#) on Mon, 05 Feb 2007 00:58:13 GMT

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can u add buildings with just level edit. Like just use hightfield then add buildings it whould be so much easier. That whould be like hax

Subject: Re: Renegade Buildings

Posted by [Spetz5](#) on Mon, 05 Feb 2007 01:31:35 GMT

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I somehow managed to be able to add my buildings through just level edit. I just saved the W3D of it, then added a preset for it in the terrain section, made it, clicked and dragged. It's tricky though, as some buildings will littelry fall apart when you move them. I just have to re-open my map to get the lost doors back.

Subject: Re: Renegade Buildings

Posted by [Gen_Blacky](#) on Mon, 05 Feb 2007 01:47:51 GMT

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i noticed that there are presets for them but the w3d isnt in ren, its the gmax file, like mgbar_ext but its made into a w3d

Edit most buildings have more then 1 w3d so how whould u do that
