
Subject: Help With Buildings and Proxys in RenX
Posted by [Anonymous](#) on Thu, 20 Feb 2003 10:37:00 GMT
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Question 1: I am making a map but i want to remove the lift from a singleplayer building. In RenX all I add is the singleplayer buildings exterior as that includes proxys to "spawn" the interior. How do i remove the elevators from the building but still keep the proxys so that there "spawned". Do i have to remove the proxy and then use a gmax file instead of the proxy and remove the elevator from there. Any help? Basically i'm removing elevators and security doors (replacing with normal) and things from singleplayer buildings. Question 2: Can i get away with using singleplayer building controllers on singleplayer buildings in multiplayer? The game crached when i pressed "K" but not "J"(both sides).

Subject: Help With Buildings and Proxys in RenX
Posted by [Anonymous](#) on Thu, 20 Feb 2003 13:11:00 GMT
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Thanks StoneRook

Subject: Help With Buildings and Proxys in RenX
Posted by [Anonymous](#) on Thu, 20 Feb 2003 13:18:00 GMT
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another easy work around for this is to make the terrain selectable from the commando menu, then select the elevator, and delete BE VERY CAREFUL, AS THIS CANNOT BE UNDONE! accidentally deleted an MCT once, had to redo the entire level, so BE CAREFUL, make sure you have the correct object, and it will delete the elevator without editing the gmax.

Subject: Help With Buildings and Proxys in RenX
Posted by [Anonymous](#) on Fri, 21 Feb 2003 00:24:00 GMT
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Hmm-one - you have to edit the gmax file of the model and remove the appropriate ~bone box (the place holder for the elevator)two - you should make your own building controller (temp). [February 20, 2003, 12:26: Message edited by: StoneRook]
