Subject: help on adding buildings to m10
Posted by cncnick13 on Sat, 10 May 2008 21:49:37 GMT
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well im trying to add buildings to m10 for my server. i know how to add them but they do not show. does anyone know how to add the model so it can be killed.

Subject: Re: help on adding buildings to m10
Posted by Gen_Blacky on Sun, 11 May 2008 15:19:04 GMT
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set them where you want in renx then export and import into level edit , then make the building controllers

Subject: Re: help on adding buildings to m10
Posted by cncnick13 on Mon, 12 May 2008 01:18:56 GMT
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well i dont wanna make it like that. i want it to be like the object GUNBOAT and the building models like on some servers ive seen them.