
Subject: how does this work?

Posted by [Oblivion165](#) on Thu, 26 Feb 2004 01:37:10 GMT

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Some of you may know my model that was bashed. My chronosphere.....

Well i want my model to work like the ones in RenAlert, as seen below, they only use the outer skin for models on terrain, and that the yellow box, has the names of the tile sets it uses on interiors.

That box is labeled with this tile set:

So how do i make it reconize my tilesets???????

Subject: how does this work?

Posted by [Blazer](#) on Thu, 26 Feb 2004 01:49:00 GMT

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What you are speaking of is "proxying" in objects. I don't have enough experience at LE to help, but I know that others can.

Subject: how does this work?

Posted by [Oblivion165](#) on Thu, 26 Feb 2004 01:50:30 GMT

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yeah i just saw dante's tutorial too, he has good timing
