



Forum: HM General Chit Chat

Topic: Hiatus

Subject: Re: Hiatus

Posted by: JrMcDeath

Posted on: 2015/1/7 11:33:56

so you don't have to move the geometries along with the object? So if I have a car that I want to move in the "Character" folder from it's folder to a folder named "cars", I don't have to worry about it's matching geometries? What about it's textures?

What if I simply want to remove the item entirely? Do I need to worry about it's geometries and textures? Or can I simply delete the "character" or "prop"?

Does any of this make sense? I have so much crap in my runtime that I would love to just get rid of.