Subject: Single Player Buildings On Maps
Posted by Anonymous on Sun, 12 Jan 2003 06:05:00 GMT
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Thanks for the help, it has answered most of my question. So basically you add 2 gmax files, the interior and exterior for a static building that can't be damaged. The second question was how do you cut around the bulding so when u add the interior you don't get the outside terrin indide restricting access to the interior parts? I mean what is the simplest method for doint this?Thanks for all your help