
Subject: Re: Fake Buildings

Posted by [SWNight](#) on Fri, 10 Aug 2007 16:14:43 GMT

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Its easy!

Change the Physics Model to something like: enc_atr.w3d (Airstrip) then change the hp to 500/500 and armor to 0/0. Then make it.

EDIT: If you want the all of the buildings list, tell me
