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Subject: [Models for mappers/modders] Building duplicates

Posted by [DL60](#) on Tue, 20 Jan 2009 20:19:49 GMT

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Yea yea another file from my old ren modding stuff.

If you want more than one OBI/AGT or PP in your map and don't want to copy/rename everything for the duplicates (or set the collisions up again) just load these already finished duplicates into you gmax-scene. Further installation instructions are in the archive.

Can be also downloaded @ [deathlink.ut-ccr.de](http://deathlink.ut-ccr.de) of course . Damn I still have some stuff to upload but this is enough today.

### File Attachments

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1) [DoubleBuildings.zip](#), downloaded 200 times

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