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Subject: Buildings.

Posted by [Anonymous](#) on Mon, 25 Nov 2002 23:50:00 GMT

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If the building interiors aren't showing up in level edit, you have a problem. With the gmax buildings there should be little yellow boxes called "proxies" in the middle of the buildings. DO NOT DELETE THEM. They determine the building interiors for level edit. They just look like yellow boxes in renx, but they are the building interiors for level edit. And as caranto5 said, set the PTs up in level edit.

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