

---

Subject: Add buildings

Posted by [Anonymous](#) on Mon, 25 Nov 2002 02:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

first Download Buildings.Zip Then Export all the gmax files to w3d files save them as terrain files. put them in your mod folder Levels. Then open up your level editor, then press add in the terrain tab.

---