Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Fri, 09 Jul 2004 14:42:53 GMT
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Buildings should automatically put interiors inside them using the proxy they have.
Not too sure about this though...
But if you added some kinda interior in RenX/Gmax, who knows what kinda map you could make
for a classic C&C mode