Building exterior models are placed into the W3D for the map via gMax or whatever program is used to make the map. In-game, The interior models are referenced into the map from the always.dat. This is done so that, when the game determines that you are outside of the building, it can selectively not render the interior of the building, in order to save processing and rendering power. Then, when you enter the building, the interior models and textures are loaded from always.dat. This way, the interior models/textures of the building are rendered only when necessary. You can find the building exterior meshes online in gMax format if you're looking to make a map. The buildings.zip file is still available on the old Westwood FTP server. ftp://ftp.westwood.com/pub/renegade/tools/