

---

Subject: Re: Renegade Com Center

Posted by [danpaul88](#) on Fri, 03 Aug 2007 22:52:08 GMT

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

---

Ok, so apparently there is a two story GDI communications center, I don't recall seeing that before.

Anyway, you can get the texture names by clicking on each of the parts, hitting M and reading the name of the texture from the Pass 1 -> Textures tab. I just tried it using that gmax file and it works fine.

---