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Subject: Re: C&C\_Epocilation

Posted by [GrayWolf](#) on Mon, 20 Aug 2007 03:28:21 GMT

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Are you saying export the buildings separately from the map? Then in level editor make them like you would a static object like a tree, or a rock. I think it would as long as you made 2 different ones and changed the names. maybe I could be wrong

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