
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 03:46:05 GMT

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For some reason I remember someone posting about a building pack that was specifically designed to apply buildings in from level editor.

But that idea is much better. All I need to do is copy the X, Y, and Z coordinates down and boom I can import it.

Hope this works.
