
Subject: Re: Renegade Units Of Measurement
Posted by [Jerad2142](#) on Sun, 14 Oct 2007 07:28:52 GMT
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Titan1x77 wrote on Thu, 11 October 2007 21:00If you open some of the .gmax files from westwood FTP, like the SP buildings, they are all metric.

You'll notice the m next to all of the measurement boxes.
Level editor uses generic units, so for making cinematics, or positing stuff, generic units are a must.
