madrackz wrote on Sat, 06 September 2008 12:42i remember i added a ghettoblaster to make a Techno AGT but the
new Box didnt appearred just the other textures on the AGT

i just edited "mgbar_int_n.w3d"

and the WF Music is damn awesome

I know what you mean. If you edit a int_n file for any building the mesh you add must be attached to a original part of the building interior. Its because of the name it has! It won't show up if it has a unknownname :/

Thats why I edit other files, inside them they can have any name you want to give them so they will always show up