madrackz wrote on Sat, 25 October 2008 07:26LOL thats awesome, how did you got hat PUB in the MCT Wall? better say how did you remove the wall?

Just edit mgbar_int_n.w3d then bolean the big box that normally is closed from all sides.

I got a tip for editing interriors by the way.
Open up mgbar_int_n.w3d Save the gmax scene. Delete all the meshes. Then save as mgbar_int_n.w3d (nothing will be in there) Then edit another file like mgbar_ag_1.w3d. Merge the mbar_int_n there. And add more stuff. The names dont matter anymore then. So save again as mgbar_ag_1.w3d and you will see all the mgbar_int_n.w3d files will still work properly

I hope you understand rackz. If not then i might be alittle bit to drunk