I made a tutorial for everyone that wants to know how the damage system works for buildings in renegade, and can apply them to their own buildings.
I am also working on a interior modeling/texturing tutorial, but it  will be damn long
I explained very carefully in this tutorial, my interior tutorial will be alot more advanced.

Good luck, and I hope to see some comments and feedback since i do this for you guys.

http://renegadehelp.net/index.php?act=tutorial&id=6936