
Subject: Re: Nod Exterior Building Modifications
Posted by [Di3HardNL](#) on Fri, 13 Mar 2009 10:18:59 GMT
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This is only for the map C&C Complex since the exteriors are part of the terrain.
But I just got a brilliant idea

I am going to merge the exteriors with the interior models. Then I delete the original exteriors of every map and save them as new maps.

This is going to result in alot of files, but I think it will work out since it will cost alot less time!
