
Subject: Re: 3DS Max Buildings Setup
Posted by [Aircraftkiller](#) on Tue, 21 Jun 2011 04:43:39 GMT
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Here is the lighted, in-editor Shrine of Nod interior.

It needs some tweaking, which I will do tomorrow morning. Mainly, that the pulpit doesn't have collision, and the aggregates haven't been exported yet.... Which includes the ceiling lights and anything else that looks awry.
