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Subject: Re: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Sun, 06 Nov 2011 03:02:23 GMT

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As I said earlier, it's released as-is. It was for my purposes initially, so it's going to use textures that I developed. If you want to fix the textures, just use the ones from Renegade, or use the ones from Fjords.

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