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Subject: Re: Building Proxys

Posted by [Mauler](#) on Mon, 07 Jan 2013 03:20:32 GMT

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Took a quick look the files are in Max and Gmax, includes vis, blockers, pt zones,spawners.. based on the files, they would seem to work as expected.. didn't have time to test it, but this looks like the file you need c0vert

Blacky you mind me posting this to our download section over @ MPF?

EDIT: Tested it, it works.. 2 issues, the Nod Refinery flying vehicle blocker near the piston and above the harvy dump zone needs to be hidden, the nod obelisk spawner near the MCT gets stuck, you might need to adjust the proxies a bit more.. other than that it works.. PT zones are fine, all spawners except the ones mentioned are fine

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