
Subject: Map Making Questions

Posted by [xptek_disabled](#) on Sat, 11 Oct 2003 15:58:36 GMT

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spreegeml started doing a little more in Map making, and I opened up the G-Max of the buildings setup, and there are no textures on the buildings, is there textures for the buildings somewhere? Or a G-Max setup with the textures already on the Buildings?

Once you export that to a w3d the buildings will have textures.
