Subject: Getting buildings to work.
Posted by pulverizer on Mon, 03 Nov 2003 16:16:39 GMT
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well I've been working on buildings for a while, and I want to make them working in-game. now, I don't realy know how to call the meshes of a structure.
I'm trying to make a barracks to work, so... how do I have to call the meshes? can someone help me with this?
(p.s, sorry for spelling mistakes, english is my second language)

thanks