
Subject: buildings.zip
Posted by [bisen11](#) on Fri, 14 Jan 2005 20:44:11 GMT
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Can someone give me a link to it. My freinds been looking for it on google and says he can't find it.

Subject: buildings.zip
Posted by [Deactivated](#) on Fri, 14 Jan 2005 21:01:08 GMT
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<ftp://ftp.westwood.com/pub/renegade/tools/>

Subject: buildings.zip
Posted by [bisen11](#) on Sat, 15 Jan 2005 22:51:44 GMT
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Thanks. Now i would just like to know where i am supposed to put the folder as it does not say anything about instillation in the readme.

Subject: buildings.zip
Posted by [rm5248](#) on Sat, 15 Jan 2005 23:02:47 GMT
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You don't install the buildings.... you just open the buildings in gmax and build the map around them I think...

Subject: buildings.zip
Posted by [bisen11](#) on Sat, 15 Jan 2005 23:20:21 GMT
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Well i mean do you need to put the buildings folder into another folder or what?

Subject: buildings.zip
Posted by [Oblivion165](#) on Sun, 16 Jan 2005 00:13:03 GMT
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<http://renhelp.co.uk/?tut=59>

Subject: buildings.zip
Posted by [WNxCABAL](#) on Sun, 16 Jan 2005 01:28:59 GMT
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are you a map maker?
if not, you don't need the buildings.zip

Subject: buildings.zip
Posted by [rm5248](#) on Sun, 16 Jan 2005 02:49:29 GMT
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dude#1Well i mean do you need to put the buildings folder into another folder or what?

No. Just extract the files, and you can open them in Renx (gmax).
