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Subject: Quick Question...

Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:30:00 GMT

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If I want to make a building, to replace the Obelisk, what do I have to name the parts to make it work? And what else do I have to do?

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Subject: Quick Question...

Posted by [Anonymous](#) on Tue, 24 Dec 2002 13:30:00 GMT

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look in the w3d viewer, there are 7 meshes, 3 invisible... hope that is a good start

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Subject: Quick Question...

Posted by [Anonymous](#) on Tue, 24 Dec 2002 13:35:00 GMT

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I dont understand

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