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Subject: how do you put more than one copy of a building on the same

Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:58:00 GMT

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hmmm, if they are done correctly when oyur making your map, you wouldnt need to back-step from W3d and if your prepared you would have the exported mesh sitting in you folder in gmax format... but, i'm about to start working on exactly what your talking of now i'll keep you guys informed ok.

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