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Subject: Re: Another WIP map.

Posted by [icedog90](#) on Fri, 13 Jan 2006 00:37:30 GMT

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It's pretty easy to make interiors in Gmax. Just use things like extrude. The best way to start out is to make a box (representing the exterior) and then make another box inside of the box (being the interior), then select all faces of that box and flip them.

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