
Subject: Re: Music in the Buildings
Posted by [wubwub](#) on Fri, 02 Oct 2009 23:57:33 GMT
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It would be easy and difficult at same time.

You hav to add each individual texture to the meshes. (if u are useing mgagt_ag_2 like most do)
unless u could use a different interior file i spose it could be easier that way
