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Subject: C&C Mars

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 05:48:43 GMT

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No, not at all in this situation. That's how the preset tree works. The Construction Yard interiors were never included with Renegade, hence I had to use the supplied version from WS to create the W3D to use in the interior.

When the first Basin was released, it had an elevator instead of a ramp leading down. Since the elevator didn't work, the ramp had to be installed, which I did overnight upon finding out that the interior wasn't functioning properly. The new version went up four days after the first version was released. This means some people still have the bad version, but it's only a few people.

The rest use the new version of the interiors. It's almost unavoidable besides creating a new preset for the interior of the Construction Yard and I really like to avoid doing that wherever possible.

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