
Subject: Re: Building Interior glass bottom?

Posted by [Di3HardNL](#) on Mon, 01 Mar 2010 15:39:09 GMT

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Every building interior has a model that ends with the name _int_n.

For example if you want to edit the airstrips interior you open mnatr_int_n.w3d. This is the original interior. You edit this the way you want and save it as mnatr_ag_2.w3d.

Now you still have the original interior and your own. You can delete the original by having an empty scene in Renx/3dsmax.

With no meshes in it at all it is. Save the empty scene as the original interior file. In this case mnatr_int_n.w3d.

The reason why you don't save your version as mnatr_int_n.w3d is because new meshes won't show up because this is arranged in LevelEdit.

Hope this solves
