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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Sat, 11 Jun 2011 04:03:28 GMT

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Frankly, if it isn't in Max format then I won't be able to use it. I was planning on importing the buildings from some of my old levels, like the GDI Power Plant, AGT, etc. I modified their textures or added elevators to the exterior and I'd like to keep some of that detail since it looks better than the stock buildings. Thanks for the offer, though. If you want the Adv. Comm Center, download it here.

The proxies look weird, since they're not centered to 0 with the building. It should work unless something changed. If you'd like to help, though, you could go through to my old aggregates on River\_RaidTS and make sure they're compatible with this building - renaming the meshes to mgacm^ or mgacm#, moving them if they need moved, etc. I needed to rename it to mgacm from mgacc because I don't want Renegade pulling in the interior from old levels like River\_RaidTS/Mars/whatever else.

/edit

//This is the Repair Facility that's been properly textured

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////It's under C&C Mode -> GDI -> mgrep -> pat\_fx -> rep^Nod\_pad.gmax

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