
Subject: Re: 3DS Max Buildings Setup
Posted by [iRANian](#) on Sun, 19 Jun 2011 10:48:36 GMT
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Would probably look the best if the Silo 'pillar' is moved to the back of the room. If that's possible. Maybe place the MCT on the opposite side of the room? It would make it easier to defend the building (e.g. repair) too.
