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Subject: Re: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Tue, 21 Jun 2011 15:48:26 GMT

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Fixed up some of the lighting. There are still some minor errors, such as the silo in the upper floor having bad trim on the ground. That needs a material ID change, just forgot to do it. You can't see what I'm talking about in these LEdit shots, but it won't be there for long.

The mesh flickering at the edges of walls was also fixed, except for one area I need to weld again.