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Subject: Re: 3DS Max Buildings Setup  
Posted by [Aircraftkiller](#) on Fri, 24 Jun 2011 16:09:50 GMT  
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Thanks, Jon. It's going to require a bit of time before I can get all of the files together. I'm waiting on Saberhawk to finish the light map tool for me so I can release the interiors so that they work correctly (e.g. power states, lighting changes). I don't want to release them until the game recognizes that they're pre-lit.

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