Quote:These are all the building sources for making your maps with buildings by Mauler from the TCW Team
The sources included are for use in 3DS Max 8.

Simply "merge" a building into your Scene to add it or use the provided PRESETS and build around it.
If you want to make a LOW GRAVITY map like TCW_The_Moon you should use the LOWGRAV buildings included as they
contain various fixes for LOWGRAV handling.

To have the textures showup in 3DS Max 8 you must extract all TGA textures from 'Demo Building Structures' folder and direct your path to the location of the extracted folder.
100Mbit Mirrors
United States #1: Download
United States #2: Download
Germany: Download
Netherlands: Download

If you have problems or questions feel free to
- Post on the forums: Forums: http://forums.mp-gaming.com/forum-854.html
- Come on IRC: irc.mp-gaming.com #mp-tcw

Website: http://dev.mp-gaming.com/tcw/
ModDB: http://www.moddb.com/mods/tcw/

//MP TCW Dev Team