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Subject: Re: 3DS Max Buildings Setup

Posted by [Generalcamo](#) on Mon, 03 Dec 2012 01:46:53 GMT

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I'm compiling a ZIP of these buildings. This new set will include some fixes to the buildings (relating to textures) and flying ramps, which are grouped separately for convenience. In addition to that, all textures and .w3ds relating to the interiors will be included. Expect it sometime this week.

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