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Subject: 2-story buildings in MP levels

Posted by [General Havoc](#) on Fri, 19 Dec 2003 08:38:53 GMT

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Yeah the BUILDINGS.zip contains the proxies for them. Basically you normally make the exterior of the singleplayer building in RenX and the rest is proxied in when you import to LevelEdit, in that case the parts are stored in the always.dat.

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