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Subject: What are the...

Posted by [Anonymous](#) on Fri, 03 May 2002 18:34:00 GMT

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.w3d filenames for structures? I've tried searches of always.dat for everythign that might give me a lead, but nothing.

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Subject: What are the...

Posted by [Anonymous](#) on Fri, 03 May 2002 18:42:00 GMT

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I don't think the structures are in there as separate w3d files. (well the interiors are) The exteriors for structures were put in the same file as the terrain for each level so that they could be light mapped properly. You can make your own separate w3d file for each structure by making a gmax file for each building using the multiplayer template. greg

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Subject: What are the...

Posted by [Anonymous](#) on Fri, 03 May 2002 19:04:00 GMT

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Alright...I was planning on creating maps with Helipads and Construction Yards, etc, but without exterior and interior files (for the construction yard at least) I guess I couldn't do that with the originals. I might be able to make my own helipad, but the construction yard is out of the question now

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Subject: What are the...

Posted by [Anonymous](#) on Fri, 03 May 2002 19:08:00 GMT

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Until someone makes a .w3d converter, no go for nabbing buildings from single player. When it's accomplished then we'll be able to just cut them out of each level.

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