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Subject: New Gun Model My First (Walther PPK)  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 01:36:00 GMT  
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Is it possible to make a complete map with buildings in the level editor?

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Subject: New Gun Model My First (Walther PPK)  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 03:26:00 GMT  
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yes

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Subject: New Gun Model My First (Walther PPK)  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 06:12:00 GMT  
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Looks good.

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Subject: New Gun Model My First (Walther PPK)  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 10:44:00 GMT  
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How can I re-place buildings? When I re-place them, the interior will disappear

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Subject: New Gun Model My First (Walther PPK)  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 10:45:00 GMT  
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very nice

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Subject: New Gun Model My First (Walther PPK)  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 12:48:00 GMT  
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This is my first gun model so dont expect it to be that great its a Walther PPK Ok I have decided to show you my Walther PPK model that is Basicly done except for some minor details but its good enough to release to the public. I may release the model as well unless we use it in our mod but I doubt it since we already got out Axis Pistol made. NOTE ITS NOT COMPLETELY DONE but heres the pics:<http://dante.havocide.com/modX/index.php?&direction=0&order=&directory=Images> [

November 29, 2002, 00:54: Message edited by: Godhates ]

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Subject: New Gun Model My First (Walther PPK)  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 15:04:00 GMT  
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it will go nice in a 007 level, aye Mr Bond

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