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Subject: Make The Field TS Ref  
Posted by [anant](#) on Tue, 13 Jan 2009 03:11:43 GMT  
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Could someone make the Field TS ref for me please???  
i'd love it

### File Attachments

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1) [ScreenShot01.png](#), downloaded 662 times



2) [ScreenShot02.png](#), downloaded 685 times



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Subject: Re: Make The Field TS Ref  
Posted by [slosha](#) on Tue, 13 Jan 2009 04:38:48 GMT  
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open xcc mixer and open the .mix

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Subject: Re: Make The Field TS Ref  
Posted by [anant](#) on Tue, 13 Jan 2009 05:29:59 GMT  
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I dont have that program, would you be gennerous enough as to do it for me?

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Subject: Re: Make The Field TS Ref  
Posted by [ErroR](#) on Wed, 14 Jan 2009 11:52:32 GMT  
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nvm

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Subject: Re: Make The Field TS Ref  
Posted by [Di3HardNL](#) on Wed, 14 Jan 2009 12:13:09 GMT

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So you want that ref for only the map field or for every map?

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Subject: Re: Make The Field TS Ref  
Posted by [ErroR](#) on Wed, 14 Jan 2009 12:17:25 GMT

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Di3HardNL wrote on Wed, 14 January 2009 14:13So you want that ref for only the map field or for every map?

i think every, but it has to be re imported into gmax because it does nothing if it's just dumped into the data folder

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Subject: Re: Make The Field TS Ref  
Posted by [GEORGE ZIMMER](#) on Wed, 14 Jan 2009 12:32:44 GMT

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Considering that it has a downstairs and everything, that uh, kinda can't be done for a model replacement, lol. Unless you just mean the exterior...

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Subject: Re: Make The Field TS Ref  
Posted by [jonwil](#) on Wed, 14 Jan 2009 13:58:52 GMT

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I suspect that that building (or most of it) is in the buildings.zip file on the westwood FTP.

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Subject: Re: Make The Field TS Ref  
Posted by [ArtyWh0re](#) on Wed, 14 Jan 2009 20:01:32 GMT

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Does he want the building file to be placed in maps or just the skins/textures?

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Subject: Re: Make The Field TS Ref  
Posted by [anant](#) on Sat, 17 Jan 2009 21:09:22 GMT

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Sorry i have not been home, i want it for ALL the maps please

Thanks

EDIT: Is there one for NOD too? If so please include it

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