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Subject: Help with plants.

Posted by [Anonymous](#) on Tue, 21 Jan 2003 16:09:00 GMT

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Ok so you want to add it as a tile. First export your model with all the correct settings and place it in your mod folders root directory with any textures. Next go to the tile branch of the presets tree and click add (temp, for mix format) then enter a name like "mytree1" then go to the second tab (Physics Model). Here you find a box saying Model Name, that currently had the value "NULL" in it. Browse to your model so that the path is in the box. Also on this tab change the physics Type (at the top) to StaticAminPhys, set the collision mode to none as there a static object and then the animation mode should be set to MANUEL. Then simply make your new tile preset and add it to your map. Hope this helps

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