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Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 20:23:00 GMT

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Ahhh...Nevermind, sorry Pysgnet I totally missed "In the Level Editor". I know exactly what you're talking about now, infact I did that with Nod Silos and flags early today, but I thought you had to add the trees in GMax Sometimes I'm just ignorant

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