Subject: How the...
Posted by Anonymous on Mon, 22 Apr 2002 19:46:00 GMT

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Westwood has thousands of seperate .w3ds in always.dat.pine_sno.w3d is the tree I wanted, its the tree in all it's glory, as one, single and solitary model. I want to import it into GMax (along with maybe some rocks and other decorative items) so that I can add it to my map, save the map as one big .w3d and open it in Commando for the Controls and Triggers, etc.It has to be able to be done somehow