Posted by Anonymous on Mon, 22 Apr 2002 18:30:00 GMT

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If I wanted to use a .w3d model (Trees) on a map (making it in "RenX"), how do I get that .w3d model in there..?I can export the entire map as a .w3d but I can't get the darned trees...I was thinking "Import" ( ) but its inselectable (Grayed out)