
Subject: Tree reply

Posted by [Garth8422](#) on Fri, 18 Apr 2003 00:02:56 GMT

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U can make and add trees in GMAX but its easier to just use commando for it. then you wont have to worry about meshnames duplicated.

check in the Presets under Trees/Global about 20 percent of the trees are good models.

three pines, 3 oaks, 2 junipers and a couple others

plus I used the BBN trees from the Renmodart pack, get my map C&C_Sunken from <http://www.cncammo.com> and use the extractor to get those.

you will need all the textures that start with BBN also. (extract those too)

WW owns those models so I wont mind. (I did strip the bad animations though)
