
Subject: Do Trees get placed in through Gmax?
Posted by [Halo38](#) on Fri, 18 Apr 2003 02:41:54 GMT
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Cpo64In C&C_AD_Gateshead, I used a lot of trees, so I Proxied the trees in, as it is much easier to move a little box in RenX then a large multy texture tree in Commando.

I didnt realise you could have multiple proxies for the same object that you want to pull in?
