
Subject: Re: Tib silo problem ... >_>

Posted by [R315r4z0r](#) on Thu, 21 Sep 2006 17:26:54 GMT

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I don't want to use exploding modles, cause they require replacing the temps and stuff... I don't want to do that.

What I'm gunna do (Dought it will work) is in RenX, move the silos where I want them, then export them seperatly. Then add them on as a new terrain.

EDIT: YAAAAY I fixed it
