
Subject: Re: Kamuix Question

Posted by [_SSnipe_](#) on Wed, 04 Jul 2007 22:11:53 GMT

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Quote: To elaborate what hex is saying:

Find the W3D file-name of the tile you are trying to use, and create a preset under the objects tab.
Set the model to the right one.

so if the model name is dsp_concretwal.w3d
i just make another preset and put that model in there?

i think i got lost here "Set the model to the right one"
