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Subject: Re: Tree Generator!!!

Posted by [Naamloos](#) on Tue, 21 Apr 2009 22:03:13 GMT

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It's a nice addition to the modeling tools, but I haven't had a chance to fully test it yet.

Does importing the .x file into 3DS save the colour changes? Animations? Does it break every mesh into a group of polygons like importing W3D does?

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