
Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 18:30:00 GMT

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If I wanted to use a .w3d model (Trees) on a map (making it in "RenX"), how do I get that .w3d model in there..?I can export the entire map as a .w3d but I can't get the darned trees...I was thinking "Import" () but its inselectable (Grayed out)

Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 18:42:00 GMT

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Anyone?

Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 18:52:00 GMT

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hello ! if your tree is in w3d format , create a simple object in the Level editor, and point the model path to your tree. and then click on make to add it !

Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 19:26:00 GMT

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heh of course, some1 answers taxi's q bout this. i asked a few days ago, i wanted the barn and bunkers that are seen in the maps, and i couldn't extract them... but i guess i'll try this.thanks.

Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 19:28:00 GMT

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dude u can't do that. the tree is part of the w3d. u can't point it do a part of a file - the object (the tree) is part of the map w3d file. it's not possible.but taxi, just open hour glass in gmax - it has a few trees (maybe just one, not sure) and u can clone that and use it.

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Posted by [Anonymous](#) on Mon, 22 Apr 2002 19:28:00 GMT

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It all depends whose online when you post it. The kind helpful forum-goer or the mean ugly troll
Aaaanyway *goes back to trying to figure out how to create a real object thats not the basic
square or circle*

Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 19:46:00 GMT

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Westwood has thousands of seperate .w3ds in always.dat.pine_sno.w3d is the tree I wanted, its
the tree in all it's glory, as one, single and solitary model. I want to import it into GMax (along with
maybe some rocks and other decorative items) so that I can add it to my map, save the map as
one big .w3d and open it in Commando for the Controls and Triggers, etc.It has to be able to be
done somehow

Subject: How the...

Posted by [Anonymous](#) on Mon, 22 Apr 2002 20:23:00 GMT

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Ahhh...Nevermind, sorry Pysgnet I totally missed "In the Level Editor". I know exactly what you're
talking about now, infact I did that with Nod Silos and flags early today, but I thought you had to
add the trees in GMax Sometimes I'm just ignorant
