
Subject: where do i get these thingees....

Posted by [CrazyBastard](#) on Thu, 02 Feb 2006 04:34:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Where can i get them in gmax / w3d format? or is there a preset in LE somewhere?

Subject: Re: where do i get these thingees....

Posted by [Spice](#) on Thu, 02 Feb 2006 05:00:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can import the W3D from the city.mix file. It will be in mp_city.w3d.

Subject: Re: where do i get these thingees....

Posted by [Kamuix](#) on Thu, 02 Feb 2006 06:09:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea that things no individual model yo. Its part of de city map C. So you gotta punk it from the whole city model. Use de W3d importer to import de model into Gmax or Renx. And as Exdeath said its in de C&C_City.mix if ya wonderin.

Well goodluck G.

Subject: Re: where do i get these thingees....

Posted by [Titan1x77](#) on Thu, 02 Feb 2006 15:14:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dante made a pack of map objects along time ago....I have still have some, already textured and ready to go.

I'll upload them somewhere or find me on msn, and i'll send them to ya.
