
Subject: Proxis

Posted by [RaptorA](#) on Wed, 22 Mar 2006 11:12:38 GMT

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

hey!

has any one got a list of proxi names for use in gmax (like barrles, trees, bunkers, doors, cr8s, lamps, just general map decor.

be grate if u could put them into a txt files

ty dudes

Subject: Re: Proxis

Posted by [Viking](#) on Wed, 22 Mar 2006 23:40:44 GMT

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

RaptorA wrote on Wed, 22 March 2006 06:12

be grate if u could put them into a txt files

That sentence made me giggle!

Subject: Re: Proxis

Posted by [WNxCABAL](#) on Thu, 23 Mar 2006 00:07:11 GMT

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

Idjit, are you this dumb in real life, or do you do it purposly to make yourself just look like an ass?

Appologies RaptorA for being off topic.

Subject: Re: Proxis

Posted by [Titan1x77](#) on Thu, 23 Mar 2006 00:26:15 GMT

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

just open up Level Edit and any preset name can be proxied.

Subject: Re: Proxis

Posted by [Oblivion165](#) on Thu, 23 Mar 2006 01:28:19 GMT

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

Presets ~ Export

Select any Tree-set and export to a "browsed" file.

Subject: Re: Proxis
Posted by [RaptorA](#) on Thu, 23 Mar 2006 09:33:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok so it must be my LE, the preset tree dont have any thing like trees, cr9s, barrels,etc init, iv looked through every sub tree and temp (if there are any) and i couldent find things like that, thays y i sed if any ones got a txt file labling the names of the objects.

oblivion, is that in LE or renX ?

tnx

Subject: Re: Proxis
Posted by [RaptorA](#) on Wed, 29 Mar 2006 21:17:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

bumb

no onws ansawed my qestion yet! so to save a topic *bump*

Subject: Re: Proxis
Posted by [danpaul88](#) on Wed, 29 Mar 2006 23:54:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

The function he was talking about is in LE

Things like barrels etc are in the DSAPO category, not got the tools installed again yet (following reformat of main hard drive), but I think its under Tiles -> DSAPO or similar. Thats where things like trees, barrels etc are hiding (and toilets..)

Subject: Re: Proxis
Posted by [RaptorA](#) on Thu, 30 Mar 2006 08:02:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

hahaha lol... @toilets
ty
