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Subject: renx question

Posted by [mike9292](#) on Wed, 05 Mar 2003 23:40:34 GMT

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how do i make a new tree for my map

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Subject: renx question

Posted by [Sir Phoenixx](#) on Wed, 05 Mar 2003 23:45:49 GMT

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Make a cylinder with a few segments, than move some of the verts around to deform it and whatever, add a branch half way up, and add a half of a sphere to the top, deform it, and add a leaves texture to it.

Or make a bare one with just the trunk and a bunch of branches sticking out...

Et Cetera...

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Subject: renx question

Posted by [snipefrag](#) on Wed, 05 Mar 2003 23:56:47 GMT

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if you dont want to make them use the presets from level editor beware tho a lot of them dont work check them first.

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Subject: renx question

Posted by [Sir Phoenixx](#) on Thu, 06 Mar 2003 03:03:26 GMT

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Or you could use the default ones.

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