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Subject: Do Trees get placed in through Gmax?  
Posted by [Sanada78](#) on Thu, 17 Apr 2003 23:56:14 GMT  
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I was wondering whether the Trees/Plants used in Renegade are inserted in Gmax or Commando. If they get inserted in Gmax where do I get the models from or do I have to make them myself?

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Subject: Tree reply  
Posted by [Garth8422](#) on Fri, 18 Apr 2003 00:02:56 GMT  
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U can make and add trees in GMAX but its easier to just use commando for it. then you wont have to worry about meshnames duplicated.

check in the Presets under Trees/Global about 20 percent of the trees are good models.

three pines, 3 oaks, 2 junipers and a couple others

plus I used the BBN trees from the Renmodart pack, get my map C&C\_Sunken from <http://www.cncammo.com> and use the extractor to get those.  
you will need all the textures that start with BBN also. (extract those too)

WW owns those models so I wont mind. (I did strip the bad animations though)

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Subject: Do Trees get placed in through Gmax?  
Posted by [bigwig992](#) on Fri, 18 Apr 2003 00:03:16 GMT  
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Naw, even if you do make your own trees, export as a regular model, and import as a tile. Then just place away.

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Subject: Do Trees get placed in through Gmax?  
Posted by [Sanada78](#) on Fri, 18 Apr 2003 00:06:24 GMT  
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Thanks

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Subject: Do Trees get placed in through Gmax?  
Posted by [Cpo64](#) on Fri, 18 Apr 2003 02:20:27 GMT  
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In C&C\_AD\_Gateshead, I used a lot of trees, so I Proxied the trees in, as it is much easier to move a little box in RenX then a large multy texture tree in Commando.

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Subject: Do Trees get placed in through Gmax?  
Posted by [Halo38](#) on Fri, 18 Apr 2003 02:41:54 GMT  
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Cpo64In C&C\_AD\_Gateshead, I used a lot of trees, so I Proxied the trees in, as it is much easier to move a little box in RenX then a large multy texture tree in Commando.

I didnt realise you could have multiple proxies for the same object that you want to pull in?

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Subject: Do Trees get placed in through Gmax?  
Posted by [Cpo64](#) on Fri, 18 Apr 2003 02:53:55 GMT  
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Yes, it can be done, I will go check,

Edit: ok what I named the boxes; Pine\_Snow~1, Pine\_Snow~2, and so on.

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Subject: Do Trees get placed in through Gmax?  
Posted by [General Havoc](#) on Fri, 18 Apr 2003 09:22:45 GMT  
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Yeah Stonerooks tutorial explains about using multiple proxys and adding the correct presets in commando. Pretty useful.

\_General Havoc

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