
Subject: Renx/Gmax trees

Posted by [CnCsoldier08](#) on Sun, 28 Mar 2004 23:37:50 GMT

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Does anybody have gmax files of trees, with snowy type trees, and textured?

You will get full credit in the readme of the map.

Subject: Renx/Gmax trees

Posted by [Genocide](#) on Mon, 29 Mar 2004 00:48:49 GMT

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If their use for content in Renegade extract them from always.dat using XCC Mixer and use the w3d importer script to import into gmax.

i think you will find that the prefix of the trees name are "dsp_"
