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Subject: Re: Making Terrain

Posted by [crazfulla](#) on Sat, 17 Nov 2007 00:35:35 GMT

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Put all the gmax scenes in your Gmax directory so they are easy to find when you want to merge them. Put the w3d's etc wherever you like.

File -> Merge yes in Gmax make your terrain and merge the buildings onto it then export to w3d and make it into a map in LE. Good luck

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