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Subject: Making W3d into tiles?

Posted by [Oblivion165](#) on Tue, 09 Sep 2003 00:41:55 GMT

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yeah ok np. How would one (i mean me) Make a ".w3d" (used in westwood for everything) Into a "Tile" which is a easier way to manipulate models in Level Editor.....wait hold on, ok, ok.....W3D + ? = Tile

But anyway enough of me being an ass about it. It would help alot.

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