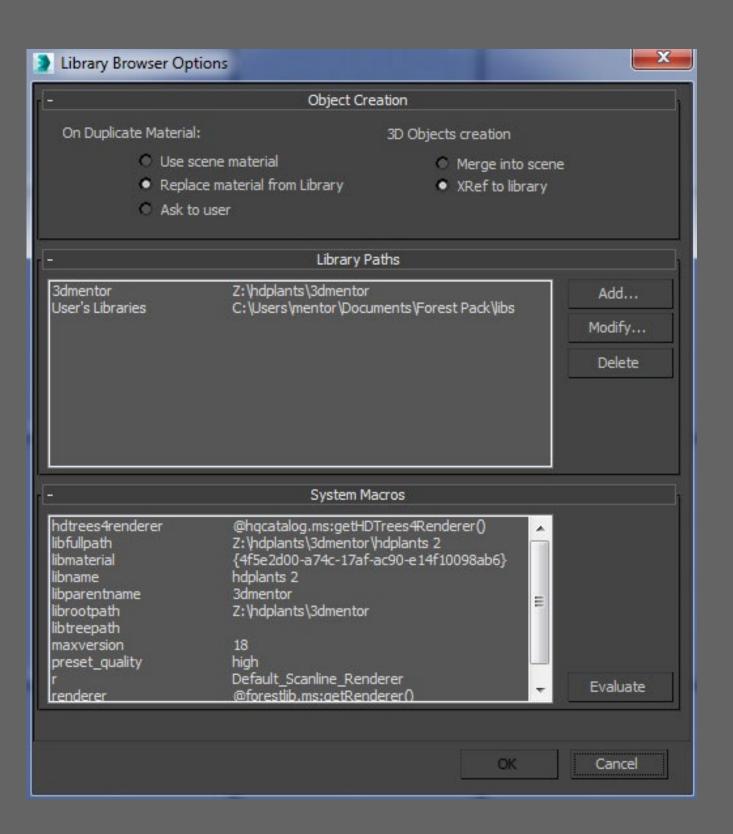
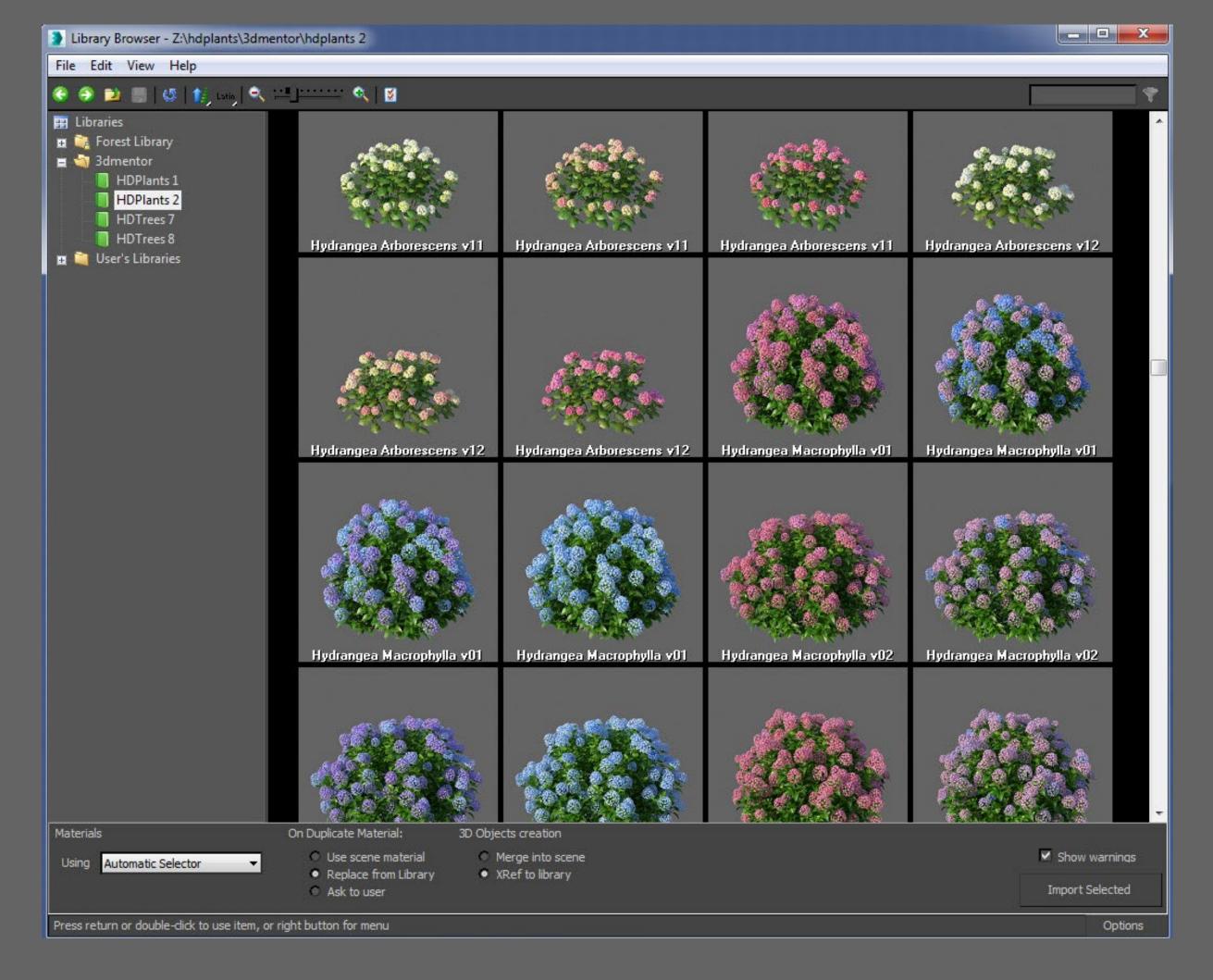


- 3. Launch 3ds max, go to Customize -> Configure User Paths -> External Files
- 4. Add texture path"d:\3dmentor\hdplants 1\maps/"and (or)"d:\3dmentor\hdplants 2\maps/"



5. Create new Forest Pack object.Go to File -> Preferences -> Library Paths -> Add path "d:\3dmentor"



Installation finished. Enjoy HDPlants!