How to use the Object Replacement script.

Open replacement_object_list.txt and update the paths to the replacement objects called building_01.lwo, building_01.lwo and building_01.lwo in the Objects folder. Open LightWave 3D Layout. Press [O] to access the Preferences panel. Click the Paths tab. Click Content Directory and browse to the Scenes folder which contains the example scene files. Close the Preferences panel. Click File > Load > Load Scene and choose ReplaceObjectScene_Proxy_v001.lws. After the scene loads select a few meshes. Click the Utilities tab at the top of the interface. Under the LScript subsection, click the LScript button and in the Scripts folder select the ReplaceSelected.ls script. That's it! Now just choose your settings and go.