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Subject: 2 questions on Gmax

Posted by [Anonymous](#) on Mon, 10 Feb 2003 17:04:00 GMT

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ooh, I guess I'm gonna have to put it ingame to render it then...I know it's possible, I've done it before AND have the gmax and 3ds files to prove it. But it's been such a long time I dont remember how I did it. I'm pretty sure it had something to do with the tempest plugin for gmax (for Quake 3 Arena modding).

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