
Subject: RENX

Posted by [Anonymous](#) on Tue, 22 Oct 2002 06:35:00 GMT

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All you have to do is make your map in 3D Studio Max and save it in .3ds format. Then you open RenX and go to file>import and select the map you were working on. Am I wrong? [October 22, 2002, 06:36: Message edited by: rjs87]
