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Subject: Renegade Tutorial.gmax Problems - Pics included

Posted by [Anonymous](#) on Sat, 27 Apr 2002 16:22:00 GMT

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Yes, It was exactly the same...the textures are loaded, but they don't get extracted in the .w3dWhen I load the alpha.w3d it only has 1 texture in the materials folderMaybe that is the problem, but then how do I fix it?!

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