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Subject: using models from other CnC games

Posted by [Sir Phoenixx](#) on Fri, 28 Mar 2003 01:09:04 GMT

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Um, yeah...

What TS (and RA2/YR, etc.) use are voxels (the vehicles) and images (the buildings, infantry), these are completely different than what Renegade uses (Renegade uses 3d models, the games like TS and RA2 use 2d stuff like the voxels/shp's)

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