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Subject: Mission .gmax Files?

Posted by [Oblivion165](#) on Wed, 23 Mar 2005 11:59:15 GMT

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Untested:

Extract every .dds and .tga from your always to a folder. Put the .w3d in there, and import it in RenX. If i remeber correctly the importer will apply the textures if they are found next to the file.

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