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Subject: Re: BHS CP3 Mapping Contest

Posted by [Titan1x77](#) on Wed, 22 Jun 2005 11:03:20 GMT

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SuperFlyingEngi wrote on Mon, 20 June 2005 17:14 Question: Is it possible to turn .3ds meshes into playable maps? Because I:

- A) Have tried RenX, and did not enjoy it, to say the least.
- B) Have a couple map ideas I'd like to create.

Yes...Export as a .3ds and import into Ren-x

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