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Subject: Re: Unlocking LevelEdit

Posted by [Aircraftkiller](#) on Thu, 23 Jun 2005 01:45:27 GMT

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No, what they did was use the 3D Studio Max W3D plugin. After that, they used Lightscape to render the scenes and apply the textures inside of the plugin, which then exported the file to W3D format with the associated Lightscape lighting textures.

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