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Subject: Ren X...

Posted by [EatMyCar](#) on Sun, 30 Apr 2006 21:04:16 GMT

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I just downloaded RenX/G-max and all that business, anyways, Question... How do I open up a .W3D in RenX, then export it as a .w3d with a different name?(I have the import script but I cant figure out how to work it!)

P.S. The skin FLAMETROOP2.DDS, Anybody have a version of this resized to the same dimension as FLAMETROOP.DDS? (So it can be used for the flametroop normally.)

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