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Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 17:28:49 GMT

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Well yeah, I model all my things in 3ds Max 8 and when its ready I just export to 3ds and import it into Renx.

Texture and export.

Just get proper plugins for your favorite modeling program.

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