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

Posted by [PaRaDoX](#) on Sat, 29 Jul 2006 02:26:47 GMT

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lulz

not that hard when you look at it huh :V

if you look here <http://www.renegadeforums.com/index.php?t=msg&th=20390&start=0&rid=20296> you can get it. People have been having issues with it as there DX9 was fucked up so if you get error 126 download and install the newest DX9
