
Subject: Re: C&C 3 Renegade Mod
Posted by [Spyder](#) on Sat, 03 Mar 2007 09:57:40 GMT
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How about the tip some people gave me:
Start off by extracting the C&C 3 building models etc. out of the main game and just import them
in renegade and seehow it works out and get some ideas.
