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Subject: Re: [WIP] Texture Replacement Mod  
Posted by [mr£\\$Ä-z](#) on Sat, 31 Jan 2009 16:41:51 GMT  
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Hmm pretty cool, just wondering how to enable Normall maps in 3DS Max for Renegade.  
Becuase i dont want to use the Shaders.sdb because its bugged. Any ideas?

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