Subject: Re: Nod artillery firing sound Posted by Vancer2 on Sun, 22 Mar 2009 20:36:18 GMT View Forum Message <> Reply to Message

Ok i got it into gmax and exported it But the w3d has no materials in it. What do i Need to do from here?

Page 1 c	of 1		Generated	from	Command	and	Conquer:	Renegade	Official	Forums
----------	------	--	-----------	------	---------	-----	----------	----------	----------	--------