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Subject: Those Ren2 walls

Posted by [Falconxl](#) on Tue, 19 Aug 2003 08:17:31 GMT

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If you want a non functioning wall, it can be exported to .3ds from Max and then imported to gmax, HOWEVER, that would make it non functional. It would also require retexturing as exporting seems to lose the UVW map data.

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