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Subject: Re: Importing your own Gmax file as a preset  
Posted by [TNaismith](#) on Tue, 30 Nov 2010 04:42:20 GMT  
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Question: Do you want the map to be a .jpg image, or a 3D object?

A .jpg image you can easily create and import into the Renegade Editor, the only thing you need to know is how to texture objects in RenX using whichever .jpg image you want (other file formats will work too, like .png, etc)

If your talking about actually putting a 3D object of the M10 map INTO another map, like a miniature version on table displays...

... then that is a little different, and I'm not sure it can be done. But please clarify what you want... do you want a map as a 2D picture/image... or are you looking for a full 3D model of the the map (M10) to place as a 3D object/model in your map?

I'm not even sure if the latter is possible.

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