
Subject: Re: 3ds Max

Posted by [Aircraftkiller](#) on Tue, 23 Apr 2013 16:17:31 GMT

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N1, please stop giving out incorrect advice. You can create models with any program for use in Renegade. The only issue is that you need to export the models you've created into a format that Max 8 can work with, or gMax. I normally work in the latest version of 3D Studio and export to Max 8 via *.OBJ.
