
Subject: Re: can anyone export me a OBJ file of a renegade MP structure?

Posted by [Gen_Blacky](#) on Tue, 30 Apr 2013 01:28:30 GMT

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import the w3d model into 3ds max 8 and export as obj or better yet load the existing building 3ds max file and export them as obj.

if you don't have any of these things let me know.
