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Subject: Renegade material type, rock,metal,wood etc  
Posted by [bighairybear](#) on Sun, 14 Mar 2004 22:04:57 GMT  
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Im definately using the 'material editor' by pressing the M key. Thats in Gmax/RenX,

bigwig992 what was that you saying about exporting the level and getting some else to compile it?  
do you just send them the gmax file or send them w3d files?

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