Hmmm...Well, does anyone here use MilkShape? If you do, could you tell me if it imports the renegade model format(.w3d or something like that   )? 'Cause it imports/exports from several dozen different game formats... (quake/2/3 sof/2 are the ones that i remember...)And it can export to .3ds, so if it does import the renegade format i can export to it, import in milkshape, export to .3ds and render in 3dsmax...