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Subject: All WS MP Levels in 3ds Max [Download Link Inside]

Posted by [Anonymous](#) on Thu, 09 Jan 2003 11:17:00 GMT

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For those of you with 3D Studio, just extract all your Renegade textures to your /maps directory, and you can see the textured meshes. I can't get it to render though - it only renders untextured meshes. I know it's something simple I've forgotten to do, but it always is, isn't it?

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