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Subject: for someone starting out

Posted by [Anonymous](#) on Mon, 21 Oct 2002 17:16:00 GMT

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quote:Originally posted by Phill666: first where did the 3dsmax come from, i know about the gmax stuff, all i want to know is what file type textures should be, where to put them, and now where to get these textures that can be dl.[ftp://ftp.westwood.com/pub/renegade/tools/Download RenegadeTextures.zip](ftp://ftp.westwood.com/pub/renegade/tools/DownloadRenegadeTextures.zip) for the materials used in the game.

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