Subject: Exporting from RenX and uploading terrian to the Mod Tools. Posted by Blazea58 on Sun, 06 Feb 2005 13:03:30 GMT View Forum Message <> Reply to Message

I would just suggest to always assign node names, and material names from the W3d tools list. This will stop almost all the exporting problems, except if you had something as aircraftkiller discribed.

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