

---

Subject: Mission .gmax Files?

Posted by [Spice](#) on Wed, 23 Mar 2005 21:16:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165Untested:

Extract every .dds and .tga from your always to a folder. Put the .w3d in there, and import it in RenX. If i remeber correctly the importer will apply the textures if they are found next to the file.

Your right , This works. I've done it many times. You have to go to the matieral editor and hit the "get Renegade matieral" button and it will apply the textures automatically. Since it does not set them in the editor,

---