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Subject: Re: BHS CP3 Mapping Contest

Posted by [SuperFlyingEngi](#) on Mon, 20 Jun 2005 21:14:58 GMT

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Question: Is it possible to turn .3ds meshes into playable maps? Because I:

A) Have tried RenX, and did not enjoy it, to say the least.

B) Have a couple map ideas I'd like to create.

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