Subject: Re: How add buildings in renx?
Posted by Oblivion165 on Sun, 26 Jun 2005 00:08:48 GMT
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1. Make sure your running Renx, not Gmax. (Should give you a renegade splash screen, and when loaded the program will be green)

2. If it says (Plasma | .P3d) on the export window, then simply click it and select .W3d