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Subject: Re: 3ds max to map.. (quake, half-life, or half-life 2)

Posted by [AADude7](#) on Sun, 25 Dec 2005 20:20:45 GMT

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I have 3Ds Max 8 put I dont have quake so I cant try it.

You can use 3Ds Max to make a map for Renegade, just export it to .3ds when you're done then do the rest in Gmax.

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