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Subject: importing terrain

Posted by [Captkurt](#) on Fri, 20 Jun 2003 03:17:15 GMT

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maytridyMake it in 3Ds Max, export it as a .3ds file. Then open Gmax\Renx and go to file import. Select your exported file and open it.

You have to have 3Ds max to do this, he's asking about Bryce, maybe if youd read the post a little bit instead of just jumping in to make a post you would've known that.

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