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Subject: Re: Switching model files

Posted by [cnc95fan](#) on Tue, 26 Feb 2008 19:31:40 GMT

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Open it in Gmax. Export as a W3D. Simple as that. Whatever name you pick, provided it is shown in Level Edit objects.ddb. Be warned, you will probably get banned if caught using different models on servers, and you will be caught.

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