

---

Subject: Re: Scaling models

Posted by [Mauler](#) on Fri, 17 Oct 2008 20:43:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Max/Renx/Gmax, are all used to model/bone, and texture objects for Renegade...doesn't really matter which one you choose. All can do the the same thing with the Renegade Gamepack

---