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Subject: Re: Single Player Missions

Posted by [Burn](#) on Thu, 28 May 2009 14:01:08 GMT

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I think you're right. I didn't think Westwood would have released the .gmax files for all their single player missions. I was really thinking it would come in the form of w3d. The only problem with this is when I import the .w3d of the mission into RenX, it's completely untextured.

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