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Subject: New Map Idea:Based on Mission 10

Posted by [General Havoc](#) on Sat, 16 Aug 2003 18:00:52 GMT

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There is no gmax textured version.

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You need to use the W3D importer and import the map into RenX. I didn't know you loose the textures I just thought it didn't display them until you export it. I hardly use the W3D imported so I cant remember.

YSLMuffins: did you have to re-texture volcano flying?

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