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Subject: Single player maps in RenX?

Posted by [Spice](#) on Sat, 29 May 2004 07:05:31 GMT

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Use a program called XXCmixxer or RenEX to extract them from the always.dat file in your renegade data folder. The missions are labeled M01 , M02 ect. They should be in w3d format. Then just use the W3D importer to import them into Gmax. Get the W3D importer from <http://www.renevo.com>. Im not sure where to get XXC mixer

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