
Subject: mapping

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:52:00 GMT

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do i need any other files (stuff i have to wait for) to create a map for renegade?

Subject: mapping

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:55:00 GMT

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im not completely sure, but i think you will need to wait for the MOD package so that you can animate the map, because i found the maps in the Always.dat file but i cant seem to open them even with the .dds plug in, So in a nut shell, yes you need to wait.

Subject: mapping

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:55:00 GMT

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we cant create any maps yet... sorry...

Subject: mapping

Posted by [Anonymous](#) on Sun, 14 Apr 2002 08:16:00 GMT

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ahh so it isnt being made using gmax like the site says?**** i learned all that bs for nothing.
