

---

Subject: Single player maps in RenX?

Posted by [sp!tknot](#) on Wed, 26 May 2004 07:07:54 GMT

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

---

Well this may or may not be a very stupid question. I looked for about 2 hours tonight for a way to import the single player terrain into RenX. Any one got any ideas? I think I'm just a guy with crazy ideas, and it's not possible. :(

Spitknot

---

---

Subject: Single player maps in RenX?

Posted by [sp!tknot](#) on Thu, 27 May 2004 20:07:52 GMT

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

---

bump

Spitknot

---

---

Subject: Single player maps in RenX?

Posted by [Slash0x](#) on Thu, 27 May 2004 20:16:47 GMT

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

---

You could but it is overrated. The meshes aren't setup that well and you would have a lot of editing and deleting to do...

---

---

Subject: Single player maps in RenX?

Posted by [sp!tknot](#) on Fri, 28 May 2004 06:40:35 GMT

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

---

Thank you! And how might someone go about getting the terrain into RenX?

Spitknot

---

---

Subject: Single player maps in RenX?

Posted by [sp!tknot](#) on Sat, 29 May 2004 06:19:33 GMT

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

---

bump

Spitknot

---

---

Subject: Single player maps in RenX?

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

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

---

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

---

Subject: Single player maps in RenX?

Posted by [sp!tknot](#) on Sat, 29 May 2004 09:08:20 GMT

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

---

Why thank you! I've been waiting for some one to tell me how to do this for about 4 days. Now I can start on my thing...

Spitknot

---