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Subject: Renegade Modeling

Posted by [Anonymous](#) on Fri, 25 Oct 2002 03:16:00 GMT

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I was wondering if you could help, I am trying to make models for C&C Renegade with Gmax (RenX). I can make the mesh's but how do you make WWSkins for it. The only tutorial I have found is one for 3D studio max's using plugins I don't have for Gmax. If you could point me in the direction of a tutorial or something, because I am not getting anywhere right now.

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Subject: Renegade Modeling

Posted by [Anonymous](#) on Fri, 25 Oct 2002 05:19:00 GMT

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look in your how to folder - and the W3D info -Greg made it.

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Subject: Renegade Modeling

Posted by [Anonymous](#) on Fri, 25 Oct 2002 06:41:00 GMT

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Ahhhh, thanks. Sorry just it's a bit confusing because it refers to 3D Studio max.

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