
Subject: Re: Renhelp.net - Contribute your models!
Posted by [Halo38](#) on Tue, 19 Sep 2006 12:46:57 GMT
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I have uploaded my object and vehicle packs.

edit: buildings and unfinished maps coming soon

In these files you might often find a box 0.6 x 0.6 x 1.84 in size, I used this for scaling purposes as this is the rough dimensions of a soldier in renegade you can delete these when your ready.

you may have trouble opening the .max files, if so, import the .3ds version in 3dsmax or renx (file --> import)
