
Subject: Re: Importing your own Gmax file as a preset
Posted by [Altzan](#) on Tue, 30 Nov 2010 16:50:43 GMT
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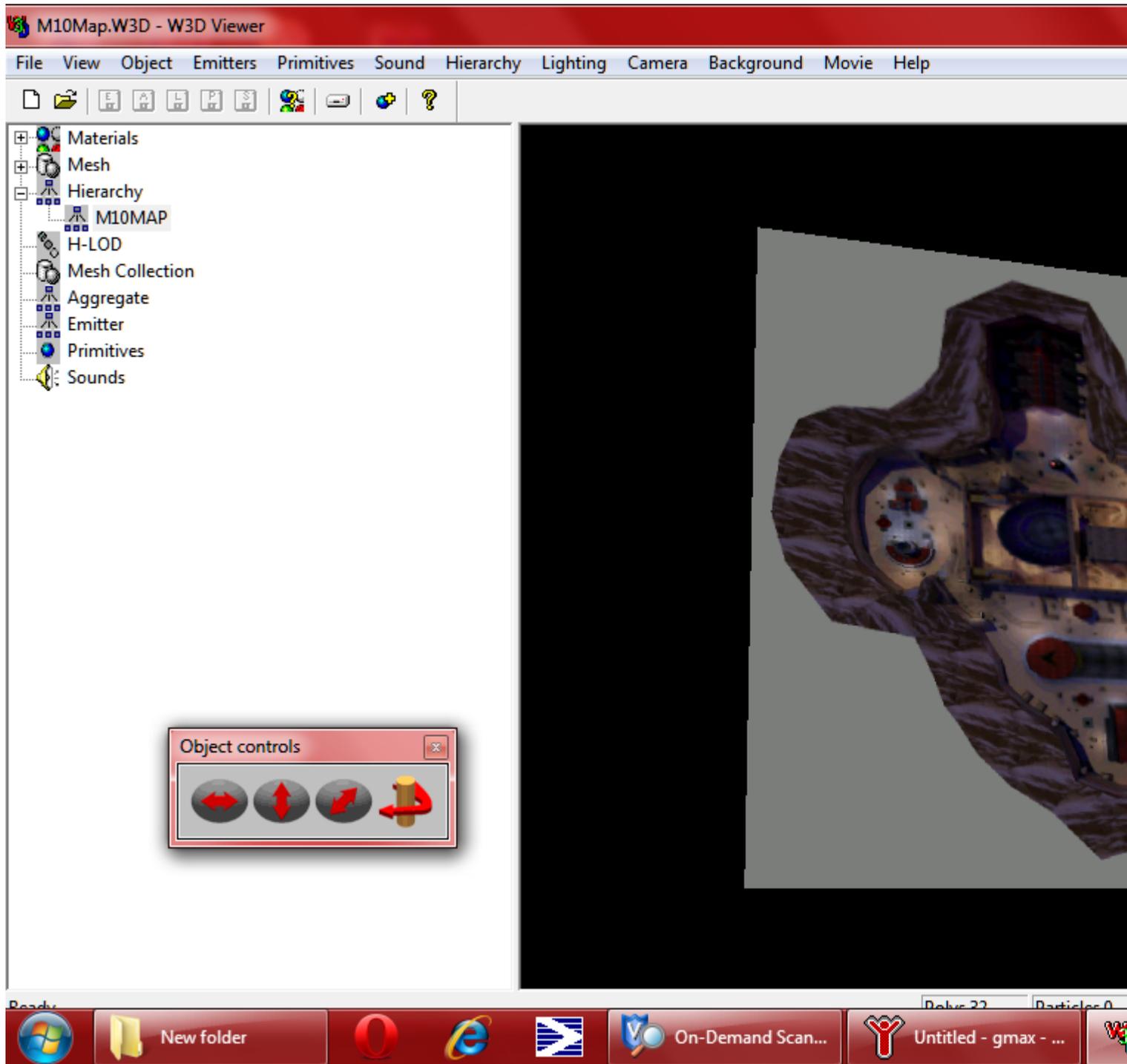
How's this? I saved it local incase it's alright but needs a change or two.

Screens:

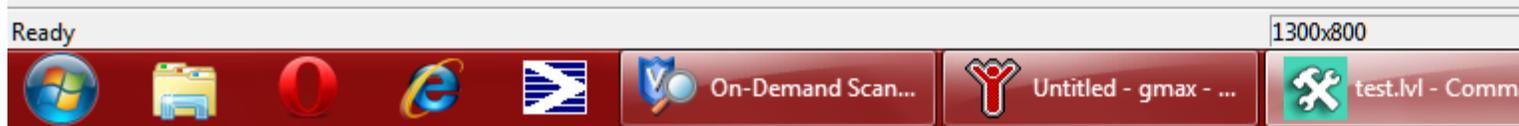
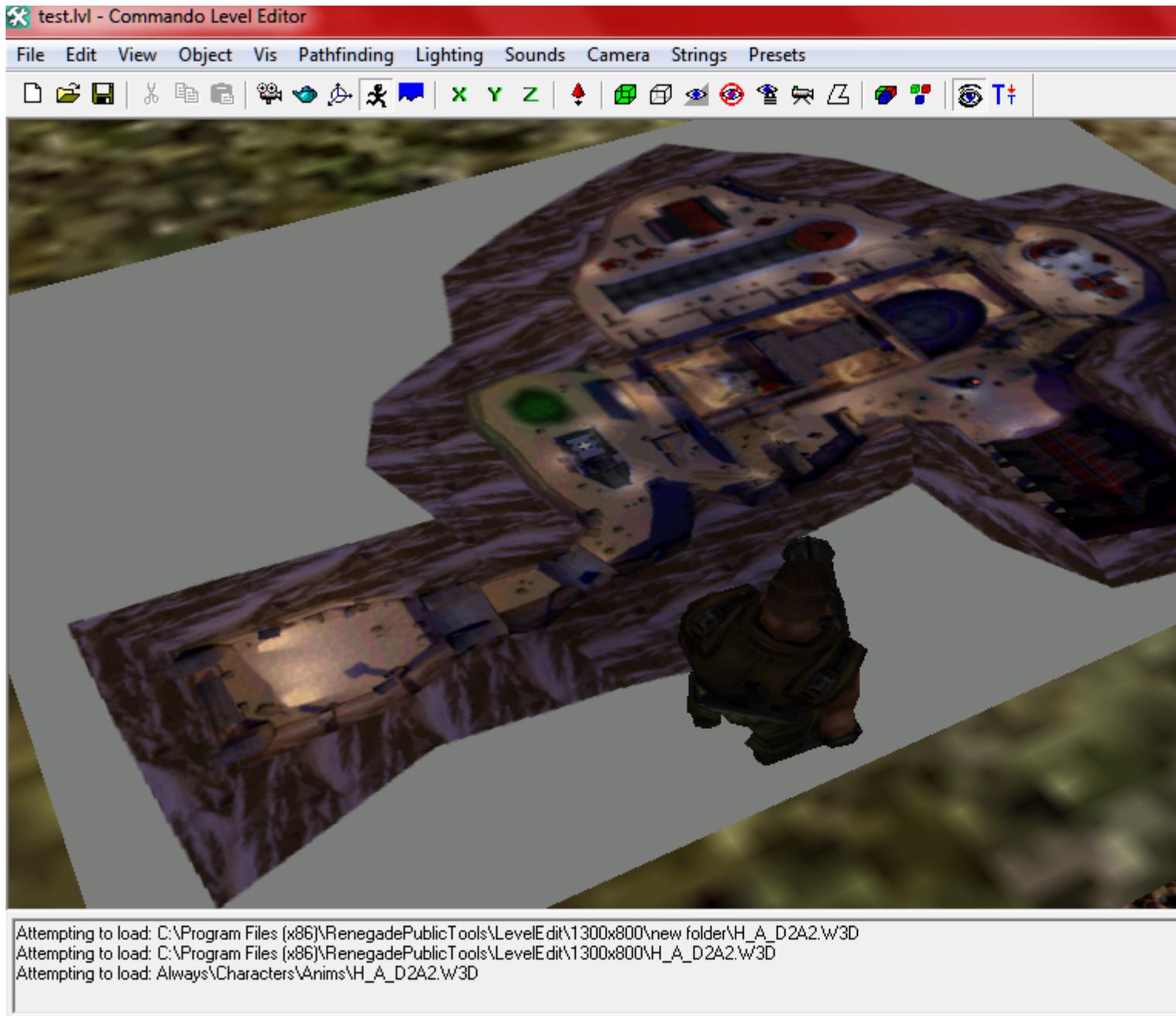
Toggle Spoiler

File Attachments

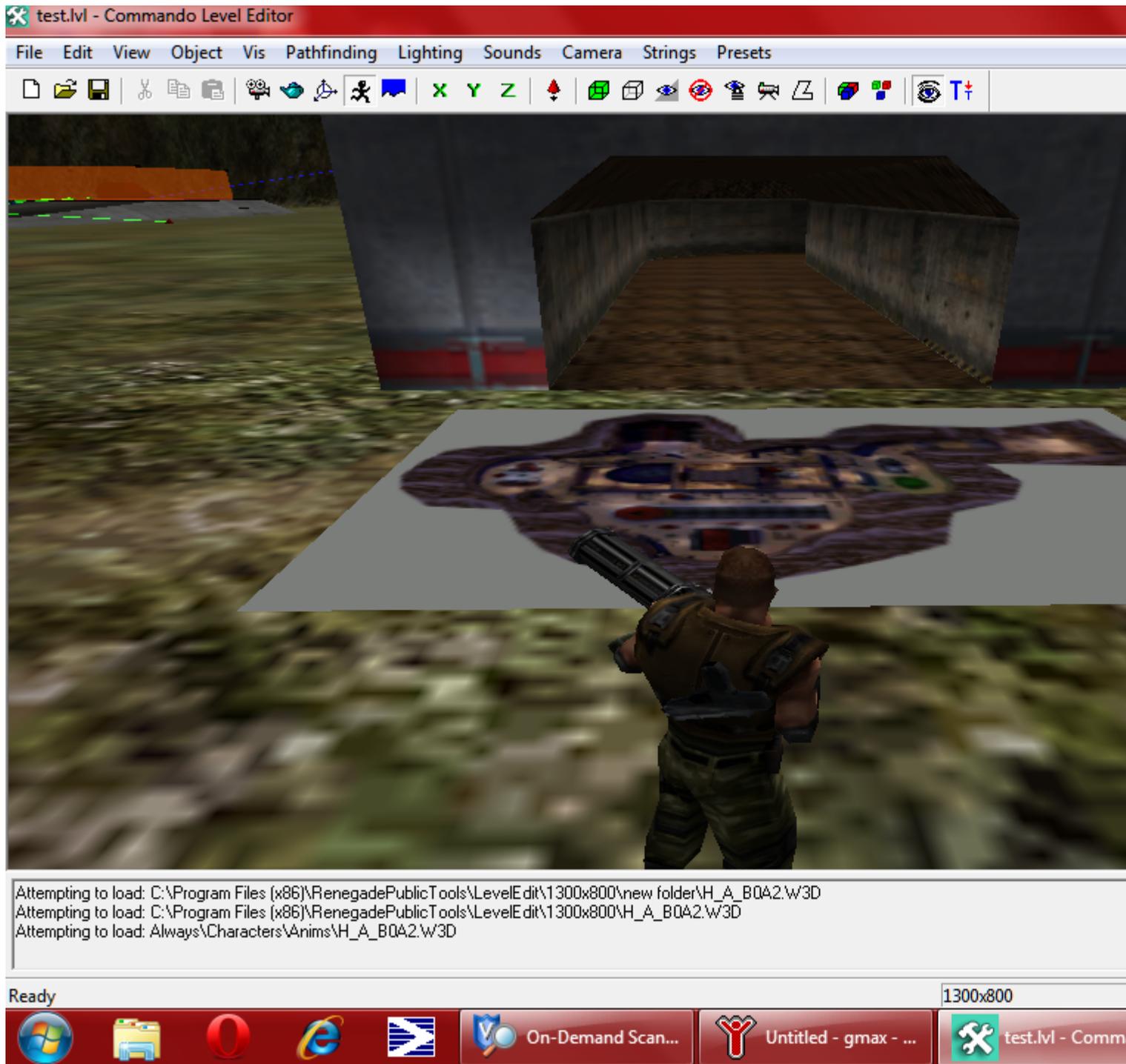
1) [Untitled.png](#), downloaded 1017 times



2) [Untitled2.png](#), downloaded 924 times



3) [Untitled3.png](#), downloaded 957 times



Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\1300x800\new folder\H_A_B0A2.W3D
Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\1300x800\H_A_B0A2.W3D
Attempting to load: Always\Characters\Anims\H_A_B0A2.W3D

4) [M10Map.zip](#), downloaded 199 times
