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Subject: I've made a terrain how to use it? (see picture)  
Posted by [Anonymous](#) on Thu, 18 Apr 2002 09:45:00 GMT  
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you need to save it as a .3ds file. import it into gmax with the renegade game pack loaded, then use the w3d tools utility to tag it as mesh, with appropriate collisions checked (read the renegade how to's included with the mod tools). then you export it from gmax--then you can load it into the leveledit tool, etc etc...

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