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Subject: Re: Ripping cnc3 models

Posted by [AoBfrost](#) on Tue, 11 Sep 2007 01:45:49 GMT

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Ah finally i got it working with 3ds max 8 trial

Thanks guys for the help, just a quick question, how would i make 3d models show it's texture when i am editing? it seems easier for me to see things in their natural state rather than everything in a light blue color.

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