Subject: W3D to gmax Importer - Updated!
Posted by Anonymous on Wed, 05 Feb 2003 17:46:00 GMT
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quote:Originally posted by Dante:heh, carl imagine this... set the collision settings for say....
mp_hourglass.gmax..   it is a helpful toolwell did you know in gmax you can bring up a window
listing every object, hide ones that dont contain certain characters (ie allowing you to sort via the
vis^ prefix) then select all visible and then set your collision options