
Subject: W3D to gmax Importer - Updated!

Posted by [Anonymous](#) on Wed, 05 Feb 2003 06:36:00 GMT

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[QUOTE]Originally posted by Seagle:New version is out - 1.05Laubi, I'm not sure what problem you're having. I have made 2 pic, to show what I mean:the normal bone(a WS Gmax file):
http://flc.netfirms.com/uploads/normal_bone.jpgthe imported bone(from the W3D):
http://flc.netfirms.com/uploads/import_bone.jpgYou'll see the difference.Maybe you can contact me in IM?
