
Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:30:00 GMT

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and just to show everybody that i'm not bull\$hi-ttin or exaggerating what i can or cannot do to help the modders in this community.here....i just did one on your list and added it to the archive.I have found a way to get the whole model from w3d to gmax but it's not as easy as it would have been if our import plugin hadnt been derailed.I can export each LOD of a multi LOD model one level at a time,and then i have to export the bones separately too.All that has to be done is to merge them all back into the bones extract one LOD at a time then rename each LOD and reattach the bones to their original meshes.it's that simple....well maybe not simple....but it's better than nothing or no way at all.Here's a picture of the w3d mesh that i just exported the bones from.http://www.planetcnc.com/sgtmay/images/previews/my_contribution.jpgEric.
