

---

Subject: help with reconstruction of SP buildings

Posted by [Anonymous](#) on Thu, 28 Nov 2002 10:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ive looked at each individual level as well, but i cannot seem to find a tutorial anywhere on converting from a w3d file back to a gmax file, Xcc mixer will decompile them, but I cannot figure out how to get the Gmax files out to work with them. My complain as far as the buildings pack, wasnt complaining about WW in general, but I am finding alot of missing textures and objects, not to mention alot of cross referenced files when I try and export that look for a folder on a drive that doesnt exist. Any clues on why my obelisk elevators are not functioning properly? If anyone from WW may read this, please understand that my first post was after 72 hours without sleep..all spent on trying to get the blasted obelisk to export correctly, this post, now about 8 hours after the first, is still without sleep...must Mod, no time for sleep. I still have no clue what im doing, and am completely clueless on where its going, but from what i dont know, i think its going pretty well so far.

---