
Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Fri, 18 Oct 2002 21:38:00 GMT
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quote:Originally posted by Abjab:Few hours from the beta release guys Only a few things left to do, dropped some stuff out, like tools for helping the user to set WWSkins and Materials. Vertices for objects with the WWSkin modifier applied can't be selected by script And giving you a list of vertex wouldn't help you much either on a mesh with hundreds of vertices. Though I might work on the Materials later to help the user set the materials properties Abjab One question Abjab, is this "converter" a program or a plugin for gMax?
