Subject: Does renagade support maps made in Maya4?
Posted by Anonymous on Sat, 11 May 2002 05:28:00 GMT
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As a novice 3d animator and modeller using Maya4, I have no intention to learn 3dmax because Maya4 is far more powerful.I can do some relatively simple maps in Maya4, will there be future support for them in Renegade as you only seem to support mods made in GMax, a 3dmax lite version.