Subject: Great news for Modders And Mappers who use 3DS Max
Posted by Madtone on Thu, 10 Apr 2003 02:15:10 GMT

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StoneRookMadtoneok i have hit a bit of a bump in the conversion.....

its just one file that Greg coded that i can't even view. if i can just get into this file i can probably finish off the plugin.

is there any way i can contact Greg at all?

Yes, i can send him an email for you - what's the name of the file? and what do you need to do?

Its called gmax2w3d.dle, this is the main file i really need to get into. if you could maybe ask him if there is any paths in that file that need to be edited or maybe if he would kindly provide the source code of it i would be gratefull. Or if he could tell me what prog i can use to decompile it that would be better.

Thanks Stoney!

EDIT
about lightscape, once i get the Renegade Studios plugin working, i will start work on that straight away