Subject: wuts with ren alert?
Posted by Titan1x77 on Fri, 14 Jan 2005 10:25:05 GMT
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AircraftkillerI found the plugin, but the son of a bitch cost quite a bit of money. $65 for it, but oh well... It works in gMax too, so I can design levels inside of it and place them into Hammer.

This is easier, but I still need to figure out how to work it inside Hammer properly. I could technically convert one of my RA levels over to it and it would work just fine, but the converion from concave\convex to pure convex causes some areas to look like ass.

just get use to hammer, much easier then using that plugin then exporting ...I tried various methods of getting terrain from max thru GLB to hammer....just isnt worth it for terrain based brushes.

I rather use hammers brush tools now,after several hours on it it gets much easier...besides from GLB you have to snap everything back to grid individually...just a pain in the ass to do all that work when u can do the same inside hammer.

now for glb 4.0 he's going to try to export as a .vmf and try to include displacment meshes as importable....that'd be worth using max to create terrain.