
Subject: Mission .gmax Files?

Posted by [Burn](#) on Wed, 23 Mar 2005 19:14:21 GMT

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OK well what I did was I went into LevelEdit. Then, I looked at the multiplayer terrain tiles and I went down to where it said "C&C_Canyon..." I opened that up, saw what the name of the .w3d file was, then using my XCC Mixer I extracted the .w3d file from C&C_Canyon.mix. I used my .w3d importer and then imported it into Gmax.

Quite an archaic way to do it, and of course the majority of the textures do not show when you do this. However, in my situation, it served it's purpose.
