Subject: Halo38's Teleport Models
Posted by Cyber030 on Mon, 30 May 2005 22:09:31 GMT
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Well, I did get the models from your site. My problem is they are in gmax form. I plain suck at gmax, but I have it. I have also tried extracting the teleporters from the C&C_Mutantlab map. It worked, but when I brought them into leveledit, then tried to move or click on them, leveledit crashed. I guess my question is, is how do you take the gmax form of the models and turn them into .w3d models?