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Subject: How to covert .gmax to .max and how can u ues 3Dsmax to make  
Posted by [Sir Phoenixx](#) on Mon, 03 Mar 2003 02:39:24 GMT

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Oh, and when you export to .md3 from Tempest, it pops up a little dialog box, just put a 1 in the frames to export box. (and turn off the error messages check box at the bottom, or it will give an error for each object about messed up uvw's)

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