Subject: 3ds max to map.. (quake, half-life, or half-life 2)
Posted by ben5015se on Sat, 17 Dec 2005 20:15:41 GMT
View Forum Message <> Reply to Message

http://ourworld.compuserve.com/homepages/flametop/qmapexp.ht m
3ds max to map or map to 3ds =/ somthing like that..
i found it in the hl2 source code.. and it had a link to it in the read me.
..i dont have 3ds m ax installed so dont ask me if it works..
but.. yea have fun

i posted this becouse of somthing renardin posted on renevo forums..