
Subject: Vehicle Gmax Files [Download Links Inside]
Posted by [General Havoc](#) on Sun, 01 Jun 2003 08:56:23 GMT
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Use the W3D importer and import them to Gmax/3D Studio then you can edit them. The only thing not setup is the collision, which is not hard to do as it is only projectile for the model and then the bounding box has the other settings.

_General Havoc
