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Subject: How do you get custom gun models ingame?

Posted by [AoBfrost](#) on Wed, 06 Jun 2007 22:08:25 GMT

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I've been trying to remake the ramjet into a gun i found on turbosquid:

I know basics of gmax, but I never have used to for anything advanced, first problem is it's a .max file, i converted it to .3ds with 3ds max then opened it in gmax. I was wondering, for all 3 w3d files to the ramjet, is there anything special i need to do to make them work ingame with this model? I read renhelp.net, but I got lost here and there, help would be appreciated, thank you.

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