Subject: Re: Question Posted by Zion on Tue, 15 Jan 2008 01:49:10 GMT View Forum Message <> Reply to Message

You can't, decently anyway...

What you can do however is export to w3d and import the w3d into Max.

Don't forget to weld everything as w3d detaches all triangles...

(PS: Mod forum)

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums