Subject: Re: Renx and Sounds

Posted by Slave on Mon, 18 Aug 2008 23:59:45 GMT

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- 1. With w3dviewer, create a sound w3d file and save it
- 2. Open your gmax scene
- 3. Create a box and name it as your sound.w3d file, without .w3d
- 4. At w3d settings of this box, only select "export geometry"
- 5. At the geometry settings below, select Aggregate
- 6. Link this box to the object you want the sound to come from ingame.
- 7. ???
- 8. Profit!

Xample below

File Attachments

1) mariocube.rar, downloaded 112 times