Omar007 wrote on Thu, 16 October 2008 07:40This really sucks

When i try to load IF_EVAGIZMO.W3D into GMAX it stops responding and when i do it in 3DSMAX i lose the animations

If anyone has a solution on keeping the animations while importing into 3DSMAX i would be really happy
I'm sure it keeps the animations in GMAX because i have done that with IF_BACKGROUND.W3D

Did you get it to work. Maybe it is just you are not doing it the right way properly do you know how to use the programs.