
Subject: Successful weapon export

Posted by [Slave](#) on Wed, 25 Feb 2009 02:18:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I imported the Personal Ioncannon into gmax, and fixed its texture job.

Someone else (blacky) did the same, using a different importer.

Blacky's export succeeds, and works well ingame, mine fails and acts crazy ingame. I fail to find any difference in the gmax files.

A skilled person who does find the difference, and knows what's wrong with my model, wins 1 free internets.

Blacky used <http://www.renhelp.net/downloads/W3DImporter.zip>

I used <http://www.renhelp.net/downloads/W3DImporter2.zip>

Thanks.

edit: now with actual files to compare

File Attachments

1) [personal ioncannon.zip](#), downloaded 196 times
