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Subject: Re: hourglass

Posted by [GEORGE ZIMMER](#) on Wed, 11 Nov 2009 20:45:20 GMT

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You can always extract the .w3d and import it into gmax via the plugin that lets you do so, but this makes it lose its textures IIRC. Still, if you intend to modify Hourglass, you'd probably be changing up textures in some form or another anyway, so it's not a huge problem to re-apply them.

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