
Subject: Re: Islands gmax files?

Posted by [Gen_Blacky](#) on Tue, 19 Jan 2010 05:18:45 GMT

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I remade the islands map a few years ago but I lost all the files when my pc crashed. The only thing you can do is import the .w3d and retexture everything and setup the proper w3d settings. Use w3d dump to help you find the proper settings. I think gmax and 3dsmax will keep the texture tree but all the material settings applied to the meshes will be gone.
