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Subject: Re: 3DS Max Buildings Setup

Posted by [saberhawk](#) on Mon, 27 Jun 2011 00:04:58 GMT

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Mauler wrote on Sun, 26 June 2011 16:10 So does this mean that the tool you are you using to export wlt files will also be released to rest of us or what? Cause i sure would like to use it as well.

Sure, just keep in mind that it's specifically for lights created in 3dsmax and exported to Maya via a FBX file. Currently, I can compile it for Maya 2010 (32 bit only) and Maya 2011 (both 32 and 64 bit.)

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