
Subject: would any one be willing....

Posted by --oo00o00oo-- on Fri, 12 Dec 2003 18:27:37 GMT

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would any one be willing to help me out with alittle something. i need several weapons and several maps to go from gmax into 3dsMax 5. i was trying to use the quake method of exporting as .md3 and importing those into max. i have downloaded several plugins/scripts for Max to import but some give me errors and others i cant even install. i would need the 3dsMax5 files by Thursday December 18th. if anyone can help me out i would be very grateful. ty for your time.
