
Subject: Models: everyone

Posted by [Anonymous](#) on Tue, 19 Nov 2002 23:03:00 GMT

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can anyone convert the weapon models from Counter Strike (half-life) to 3ds/gmax files for me?

Subject: Models: everyone

Posted by [Anonymous](#) on Wed, 20 Nov 2002 12:44:00 GMT

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If you were to do such a thing, you couldn't use them in-game due to copyright and intellectual property issues. Download Milkshape 3D in which you can decompile the CS weapon MDLs and then export them to .3dsHave fun.

Subject: Models: everyone

Posted by [Anonymous](#) on Wed, 20 Nov 2002 15:56:00 GMT

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watch what you do there.

Subject: Models: everyone

Posted by [Anonymous](#) on Wed, 20 Nov 2002 22:34:00 GMT

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thanx for that, and I will be extremely careful (I certainly do not want to get into legal issues)

Subject: Models: everyone

Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:03:00 GMT

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Gun replacements I'd use from CS models...Colt M4A1 Carbine (no silencer) for the auto RifleBeretta Elite for pistolM3 Super 90 Combat for shotgunArctic Warfare Magnum for Ramjet Sniper rifle [November 21, 2002, 06:16: Message edited by: generalfox]

Subject: Models: everyone

Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:52:00 GMT

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Ive tried this, but milkshape dosent import anything
