Subject: hourglass
Posted by W4RNING2 on Wed, 11 Nov 2009 20:22:55 GMT
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hi i though i saw the map hourglass in gmax format but i can't find it anywhere. does any1 know where it is?

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.

Subject: Re: hourglass
Posted by W4RNING2 on Thu, 12 Nov 2009 00:23:23 GMT
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i would lose textures and maybe lights idk, but i though i had see the gmax file or it was flying buildings setup

Subject: Re: hourglass
Posted by Reaver11 on Fri, 13 Nov 2009 20:52:16 GMT
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If I'm correct the hourglass gmax is in the leveleditor 'How to' folder.

Browse to your leveleditor folder and inside the how to\multiplayer.