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Subject: problem solved, dont bother....

Posted by [Deafwasp](#) on Wed, 27 Aug 2003 22:16:32 GMT

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Solved. (not by laser )

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Subject: problem solved, dont bother....

Posted by [Laser2150](#) on Wed, 27 Aug 2003 22:39:00 GMT

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File> import

It all becomes editable mesh though.

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Subject: problem solved, dont bother....

Posted by [maytridy](#) on Thu, 28 Aug 2003 01:05:34 GMT

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Lemme guess.....loading a .3ds into Renx\Gmax?

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