
Subject: Help with creating and exporting a weapon
Posted by [DBXMaster](#) on Sat, 06 Dec 2003 12:04:24 GMT
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Is there possibly a way to export a "Pro/Desktop ATB File" to a w3d file so I would be able to bone it and skin it so I could use it in renegade? Heres a pic of it in Pro/Desktop:

We are hoping we could change this so we could use it in ren, but can you do it? If any of you have Pro/Desktop?

Subject: Help with creating and exporting a weapon
Posted by [Sn1per XL](#) on Sat, 06 Dec 2003 14:37:12 GMT
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If prodesktop can export .3ds then do that export a .3ds then import in Gmax then export as .W3d.
