Subject: W3D to gmax importer ?
Posted by Anonymous on Thu, 13 Feb 2003 17:48:00 GMT
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Bladewarrior - Renegade stores it's files in a large archive called always.dat. Use XCC Mixer to extract files from always.dat. (search google for download)Once you've opened always.dat with XCC, look for files named v_gdi_orca, and extract those.Once those files are extracted, open them in RenX with the importer.