Subject: How do you mod whats available in multiplayer?
Posted by Anonymous on Fri, 14 Feb 2003 01:39:00 GMT
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Could I get some help with one thing? I am trying to modify one of the tracer w3d files to make a blue tracer. For some reason I can't get either of the w3d importers to work with g-max(infact now gmax won't even work... Grrrrrr). I tried doing fresh installs 3 times with each importer but no luck... The change is a very simple one that would only take a minute or 2(if only g-max would work...). I would highly apreciate the help. Please?