Subject: W3D to gmax Importer - Updated! Posted by Anonymous on Tue, 04 Feb 2003 06:22:00 GMT View Forum Message <> Reply to Message

Great work, but I found some bugs: Roottransform gets imported(not needed/usefull) Bones gets imported as 'Object' (?Dunno what that means) but they must be boxes or geometrics. Collison

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