
Subject: looking for gmax files...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:03:00 GMT

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no.....i dont have them exported yet but i might be able to help you.i finally found the right combination of plugins and format converters to get animation bones with their hirearchy still intact from w3d to gmax in 3 steps.right now i am feverishly trying to beat a 16 day deadline so i'll add the ones you have listed to my list of bones to get extracted.e-mail me so that i can have a link directly to you to notify you when i have what you need on the list....dont expect any thing to happen for two weeks though.....ok?my e-mail address is in my signature below.Eric.
