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Subject: 3DS Max For Modding?

Posted by [StoneRook](#) on Sat, 05 Apr 2003 17:13:16 GMT

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Yes - there is a set of plugins for 3ds for exporting to a W3d -

however - it is the property of EA -and since they are still using it for Generals - we will probably never see it.

With that said - you can model in 3ds - and import into RenX to add the W3d settings... (there are 3ds plugins for gmax)

You can change your colors for gmax - just look at the customize menu item - and the customize user interface - there - you can make your changes - save them - and have colors to your liking

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