

---

Subject: GMAX!

Posted by [Halo38](#) on Wed, 16 Apr 2003 13:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The thing is all the modifier stacks are collapsed so you have to create new uvw map on top of the one you cant see new material types and textures too this is what SomeRhino ment by 'no easy meathod' However there is a proper gmax file of hourglass included in your

RenegadePublicTools\How To\Multiplayer Maps\mp Hourglass

directory.

This file lead to the creation of Iron Man Hourglass with 2 main base defences on each team

---