Subject: Re: editing w3d files
Posted by Stallion on Sun, 21 May 2006 23:48:52 GMT
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I can't find how to import the w3d file into gmax. I downloaded the importer and install it into the proper directory, but when I open renx I can't find the import button. Where the hell is it? (I'm sorry if this sounds stupid, but I've looked all over renx for it.)