
Subject: Poseable Havoc...who made it?

Posted by [General Havoc](#) on Tue, 13 May 2003 21:59:17 GMT

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gmax. A gmax file can be converted, it requires a lot of jiggery poker with the Quake 3 tempest gamepack and the MD3 format. Basically you open your gmax file, save it as MD3, import that MD3 into 3DS. I know someone who did it but i'm not sure if it works with bones and it's a completely different format. As far as I know it does work with geometry. But the W3D sounds the best option.

_General Havoc
