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Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Fri, 28 Jul 2006 17:22:59 GMT

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Let's assume the mesh is a .3ds file, although I could also export it as a .obj or something. Actually, while writing this I realized I can export to .w3d. So let's assume the mesh is a .w3d file.

(I do most of my CG work in a program separate from 3ds MAX/gMAX/RenX)

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