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 17:41:26 GMT

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Two questions:

1) Will RenX accept 3ds files for the whole world mesh, not just doodads and such? (You'll have to excuse my ignorance on this topic, I'm not sure whether or not RenX sees a distinction in mesh vs. objects.

2) What kind of plug-ins would I need for a modeller?

Oh, and thanks for the help.