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

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 20:21:52 GMT

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SuperFlyingEngi wrote on Fri, 28 July 2006 15:36 Well, everything seems to be working, except that I can't install gMax (The installer seems to lose place of what it unzips before it installs itself). I've tried re downloading and all that, but it doesn't seem to do any good. If anyone could just zip a copy of gmax and post it here, I'd be quite thankful. (That's not illegal anymore, isn't it, because gMax was disowned?)

I'll do it for you if this doesn't work:

<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=L567271&DLC=XFM83W83US>

when asked to save the filename, name is something completely different. Just in case you have a bad cached version.

So instead of saving it "Gmax12.exe" name it "123.exe"

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