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Subject: Renegade Buildings in 3DS Max?

Posted by [WNxCABAL](#) on Thu, 12 Oct 2006 22:39:49 GMT

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Hiya,

Just wondering if anybody has found a way to import the Renegade buildings in GMAX format into 3DS Max to export as w3d with the recently released max2w3d.dle plugin?

I've tried to just export all buildings to w3d with gmax and import them using Sloth's modified w3d importer within max and then export again as w3d, but it just doesn't work and also it doesn't assign correct textures to models.

Anyone?

Andy

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