
Subject: Re: Need sounds for my L.O.R. mod
Posted by [Zion](#) on Mon, 04 Dec 2006 08:37:54 GMT

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Jerad Gray wrote on Sun, 03 December 2006 20:58If you want to go right ahead, then send the RenX model to me and I will put it in the game (I will give you credit, of course).

Damn, does it have to be .gmax? I'm not too keen on using that program anymore because it's old and needs a new lease of life. I use max 8 (max 9 doesn't support the w3d tools) so..... .max format is ok, or i can export as .3ds (which gmax can import, but not export).
