Subject: Re: Gmax to 3ds Max
Posted by jamiejrg on Sun, 27 May 2007 15:11:45 GMT

ok let me get this straight. The importer that is out right now for 3ds max is a max script (W3D_CC-imp-V1.16.ms). We DO NOT use that one right? Instead we are creating the gamepack directory and extracting the gmax importer into that directory as if it were actualy gmax?

And minus the whole Renx-WME stuff because the new gmax importer doesn't use that directory.

Jamie