
Subject: Re: Need help for making new vehicles
Posted by [Slammer59](#) on Tue, 12 Aug 2008 18:15:12 GMT
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LR01 wrote on Tue, 12 August 2008 10:34rhuard wrote on Mon, 11 August 2008 08:46LR01 wrote on Sun, 10 August 2008 12:33I don't believe WW released all the vehs, so I don't think you can get every model with skin

can import the w3d into gmax tbh..

yes, and you can get the texture to, but you can't get the UVW unwrap data

Yes, thats my next problem to solve:

- i managed to convert the w3d original models into gmax but not the textures (skins), how do i solve that?

ive also found all textures in allways.dat but they are in the *.dds format, how do i convert the textures into tga format??

anyone??

thanks in advance
