
Subject: Re: [Release]Beta Railgun!
Posted by [Reaver11](#) on Wed, 17 Feb 2010 12:36:41 GMT
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Its a Renx file, I will see what I can do texture wise.
But first I will try to get this thing in 3ds.

Easiest way I found yet is to use the tempest(Q3gmax) plugin to save the gmax file as an md3
and the change it into an 3ds via 3D explorer or does anyone have a better way?
Since this screws up meshes that arent a closedshape.
