
Subject: Re: Importing your own Gmax file as a preset
Posted by [Altzan](#) on Tue, 30 Nov 2010 16:50:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

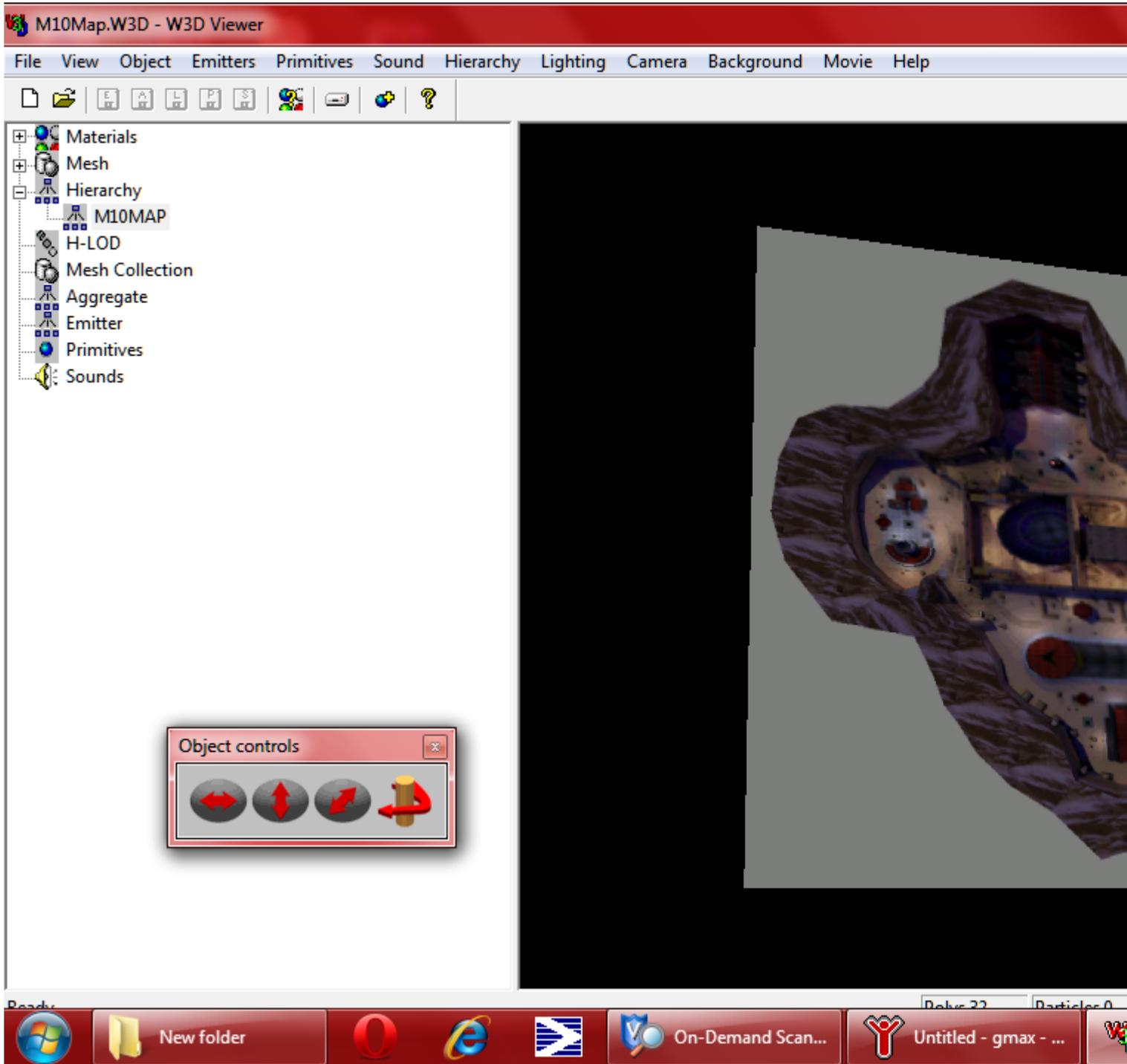
How's this? I saved it local incase it's alright but needs a change or two.

Screens:

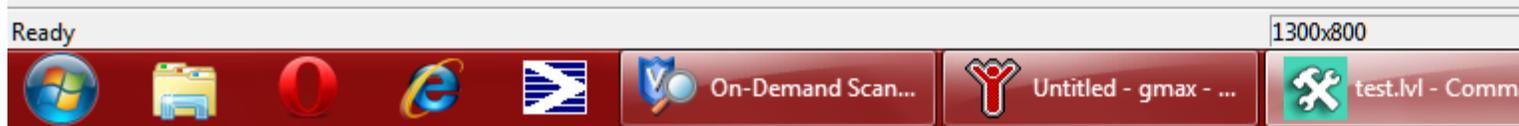
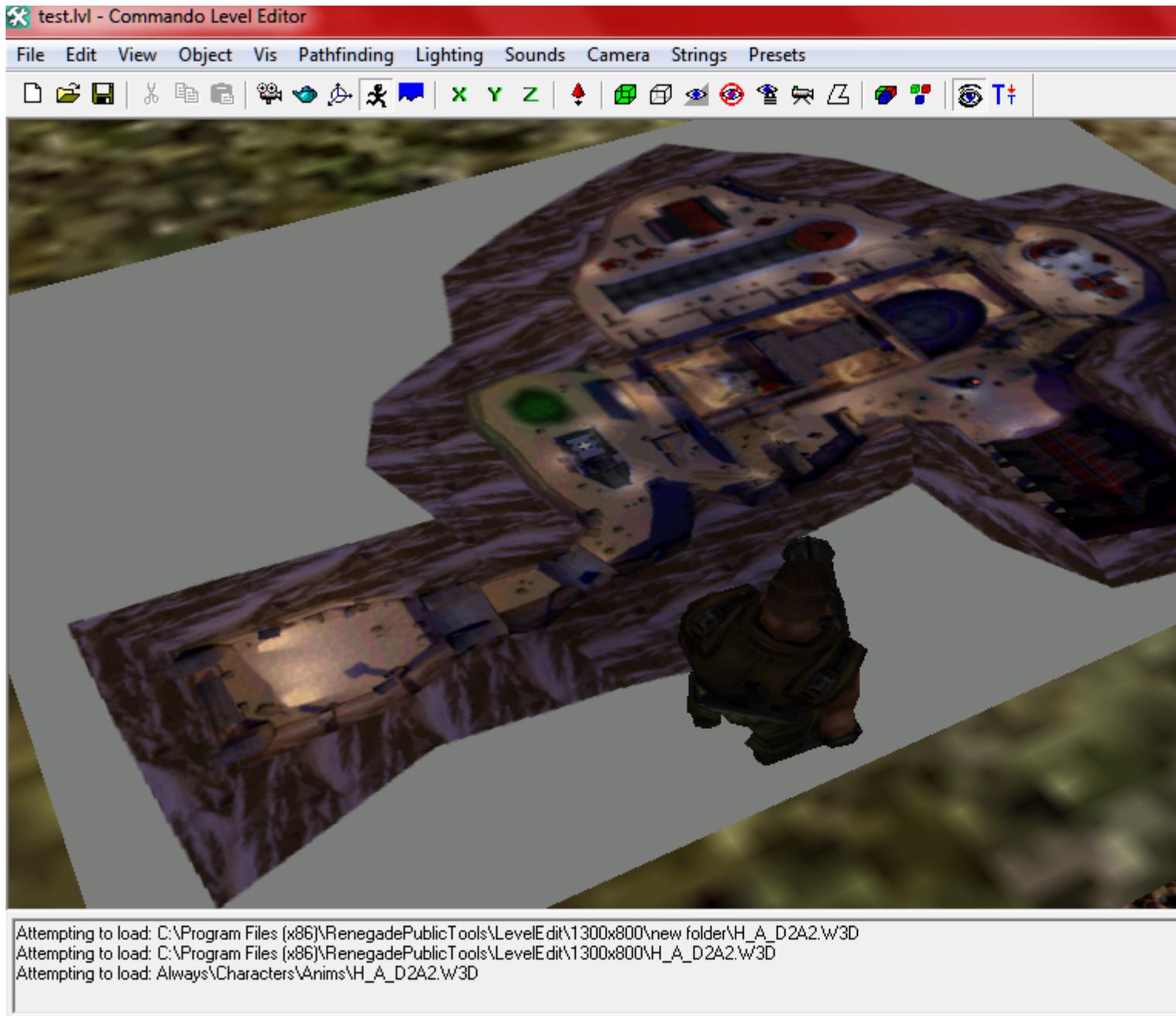
Toggle Spoiler

File Attachments

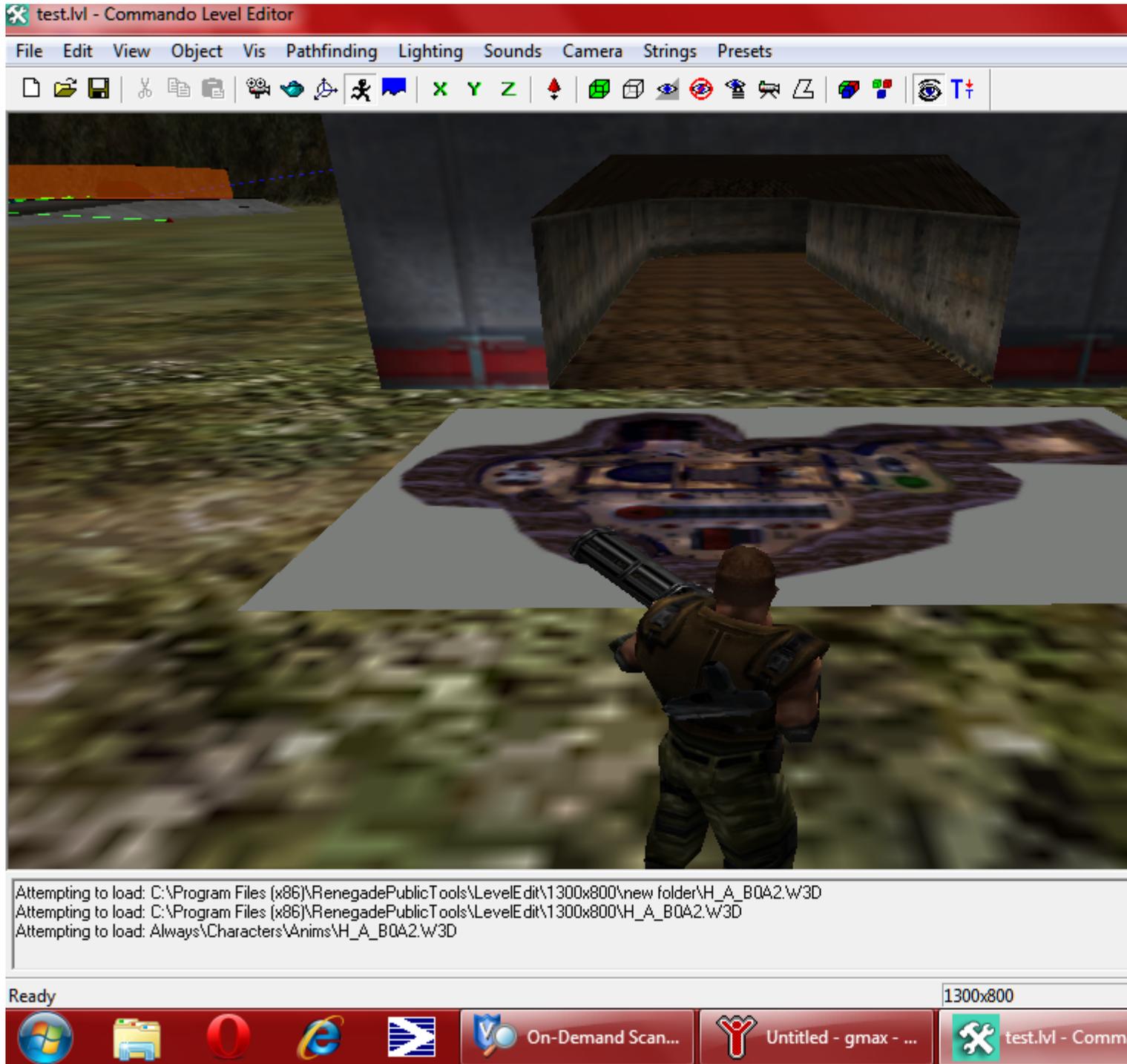
1) [Untitled.png](#), downloaded 1083 times



2) [Untitled2.png](#), downloaded 1000 times



3) [Untitled3.png](#), downloaded 1035 times



4) [M10Map.zip](#), downloaded 218 times
