Subject: Re: can anyone export me a OBJ file of a renegade MP structure?
Posted by UnitXc on Tue, 30 Apr 2013 20:30:58 GMT

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i know about all those things, i dont have any of them, i dont model in max, i did once upon a time, but the transistion of moving from 4 years on max, to using maya full time was just so hard im not going back to max.

i just need an obj file for the time being.