
Subject: Re: C&C Platforms WIP
Posted by [Titan1x77](#) on Sun, 18 Aug 2013 19:02:49 GMT
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Ive never imported into max, but AFAIK... You will have to set all collisions and apply all the textures from the renegade material editor.

you should quickly select all and mark the collisions and export to w3d and run thru in LE to see what kind of scale adjustments are needed.

I'm assuming you have the w3d tools for max8 already installed, if not, that'll be what you do first.
