
Subject: Re: C&C Platforms WIP
Posted by [UnitXc](#) on Sat, 24 Aug 2013 13:15:16 GMT
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thank you.

guys i need help getting this map ready for ingame, 3Dmax8 crashes at the drop of a hat, nor can i press any button in the file dropdown menu (besides import export) without the program crashing immediately.

based on importing meshes from max to Maya and back the scale for my map was perfect so the scale is correct, but i really need help doing all the max related things.

would anyone be willing to help me get through this?
