Subject: Looking for w3d animations that wont import properly into max
Posted by jonwil on Wed, 01 Jan 2014 09:55:39 GMT

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I am looking for any w3d files with animations that wont properly import into max using the latest w3d import script. That way I can figure out what specifically about those animations is not importing correctly and improve the import script to work properly.

If you have/know of any such w3d files (whether they be stock renegade, from a mod or one you made yourself), please let me know and point me at the relavent w3d file.