Subject: Max Plugin Posted by Sir Phoenixx on Tue, 11 Nov 2003 21:47:27 GMT View Forum Message <> Reply to Message

You don't have to do anything at all... Just export to .3ds, import that into gmax/renx, and export that in .w3d. No extra coding, plugins, or anything else needed.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums