
Subject: Gmax or 3DS max files for Under & other original maps
Posted by [Tunaman](#) on Sat, 21 Jul 2007 12:03:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does there happen to be any of the max or gmax files for the original maps that are textured? Or would I have to use the w3d importer and retexture them myself?

Subject: Re: Gmax or 3DS max files for Under & other original maps
Posted by [IronWarrior](#) on Sat, 21 Jul 2007 16:41:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not that I know off, I douth it, you would have to do them yourself.

You could check westwoods ftp.

Subject: Re: Gmax or 3DS max files for Under & other original maps
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 17:34:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

You could just download the .w3d importer off of RenHelp and then extract the .w3d models and modify them. It just might work

-MathK1LL

Subject: Re: Gmax or 3DS max files for Under & other original maps
Posted by [Slave](#) on Sun, 22 Jul 2007 12:54:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renmodtools\HowTo\Multiplayer Maps\mp_hourglass\mp_hourglass.gmax

And what's up with people saying they have to retexture everything after import? All my import attempts to gmax so far gave me something that was properly textured. The only thing wrong was linking and boning of stuff.

Subject: Re: Gmax or 3DS max files for Under & other original maps
Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 15:11:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

really.. I always get stuff that doesn't have any textures..
