
Subject: Islands gmax files?

Posted by [zunnie](#) on Tue, 19 Jan 2010 05:04:51 GMT

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Does anyone have the gmax files for the map Islands?
I would really like to get my hands on it to convert it as a map
in A Path Beyond...

(i'll try and import it in max8 though the w3d's but texturing is messed up then)

Greetz zunnie

Subject: Re: Islands gmax files?

Posted by [Gen_Blacky](#) on Tue, 19 Jan 2010 05:18:45 GMT

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I remade the islands map a few years ago but I lost all the files when my pc crashed. The only thing you can do is import the .w3d and retexture everything and setup the proper w3d settings. Use w3d dump to help you find the proper settings. I think gmax and 3dsmax will keep the texture tree but all the material settings applied to the meshes will be gone.
