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Subject: Re: Updated W3D importer for Max  
Posted by [Halo38](#) on Wed, 02 Aug 2006 12:57:18 GMT  
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Hey renardin

I've replied to PMs from various people on your team about using that map but I've had no response, sure it's ok for you to use Ancients if you want adding light maps what ever you want.

I'm not sure how you want me to edit it to fit reborn, maybe it would be easier for me to just give you the files and you do what you need too

Whats this game convention you mentioned all about?

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