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

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.