Subject: Re: dont make maps in max, exporter is broken
Posted by Gen_Blacky on Tue, 14 Aug 2007 04:49:31 GMT
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Gmaxs w3d exporter has problems with textures they y its messed up

Quote:he W in W3d stands for Westwood. Westwood was apart of the mix when Renegade was being made. I doubt EA held onto W3D... there is no money in it anymore. Huh

w3d is used by c&c generals and thats still a very popular game