Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation
Posted by SuperFlyingEngi on Fri, 28 Jul 2006 19:36:02 GMT
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Well, everything seems to be working, except that I can't install gMax (The installer seems to lose place of what it unzips before it installs itself). I've tried redownloading and all that, but it doesn't seem to do any good. If anyone could just zip a copy of gmax and post it here, I'd be quite thankful. (That's not illegal anymore, isn't it, because gMax was disowned?)