
Subject: Gmax>3ds

Posted by [blaxsaw](#) on Sat, 31 May 2003 21:42:10 GMT

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you dont actually need the full gmax tempest game pack to do this. All you need is the md3 exporter which can be downloaded seperately
here:http://www.worldzone.net/games/azrael_dark/PROJECT_ZERO/GMAX.html

insert it into gmax/stdplugins

This way you should be able to export to md3 straight from renx just like using the w3d exporter.
3d exploration can be used to convert md3 files to .3ds
