Subject: Re: what map modifying tools do i need
Posted by jamiejrg on Fri, 04 May 2007 00:19:16 GMT

Merovingian wrote on Thu, 03 May 2007 16:31Jerad Gray wrote on Thu, 03 May 2007 16:54MathK1LL wrote on Thu, 03 May 2007 08:30
If you mean making your own Co-Op maps, You'll need either 3DS Max (Latest is version 9) or RenX (mod for Gmax).

Incorrect, max 8, 9 cannot export to W3D yet.

Wrong, there isn't an exporter for 9 yet but there is for 8. It's in renhelp.net's downloads section under w3d exporter for max.

True speak.

Jamie