Subject: Re: 3D Ripper DX

Posted by Jonty on Thu, 10 May 2007 06:35:03 GMT

View Forum Message <> Reply to Message

Yes. You might have to fiddle with the import settings in 3dsmax if not much is showing up. Plus, with Renegade it seems to have a habit of rendering the sky as well, so you might have to zoom in through that.