
Subject: Re: Please: can someone convert these models into *.gmax

Posted by [Jerad2142](#) on Fri, 18 Apr 2008 16:05:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

To my knowledge the texture importer part never worked quite right, as you can't edit the imported textures later, and if you export it doesn't have any textures, but its always possible that I am running an out of date importer or something.
