Subject: Re: Renx and Sounds
Posted by Slave on Mon, 18 Aug 2008 23:59:45 GMT

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1. With w3dviewer, create a sound w3d file and save it
2. Open your gmax scene
3. Create a box and name it as your sound.w3d file, without .w3d
4. At w3d settings of this box, only select "export geometry"
5. At the geometry settings below, select Aggregate
6. Link this box to the object you want the sound to come from ingame.
7. ???
8. Profit!

Xample below

File Attachments
1) mariocube.rar, downloaded 96 times