Subject: Successful weapon export
Posted by Slave on Wed, 25 Feb 2009 02:18:41 GMT
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I imported the Personal Ioncannon into gmax, and fixed its texture job.

Someone else (blacky) did the same, using a different importer.

Blacky's export succeeds, and works well ingame, mine fails and acts crazy ingame. I fail to find any difference in the gmax files.

A skilled person who does find the difference, and knows what's wrong with my model, wins 1 free internets.

Blacky used http://www.renhelp.net/downloads/W3DImporter.zip
I used http://www.renhelp.net/downloads/W3DImporter2.zip

Thanks.

edit: now with actual files to compare

File Attachments
1) personal ioncannon.zip, downloaded 131 times