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Subject: Those Ren2 walls

Posted by [General Havoc](#) on Mon, 18 Aug 2003 17:32:51 GMT

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"- The destructable base wall animation did not translate into gmax. I've included the max file so you get the idea of how it worked and you can just use the w3d file as-is."

This is from the readme so you can't just pop them into gmax. You can however use a proxy bone in gmax to proxy them into the map or just add them in leveledit.

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