Subject: Re: Importing your own Gmax file as a preset
Posted by sauron--the--king on Mon, 29 Nov 2010 16:28:29 GMT

I see that people don't know how to help, because I haven't got an answer yet.
Well, if someone had the time for me, you could make a preset in .W3D-format for me. It should be very thin and 5 metres in length.
His skin should look like this:

I hope someone is willing to help.

Kind regards,
Sauron