Subject: Re: Importing your own Gmax file as a preset Posted by Altzan on Tue, 30 Nov 2010 16:24:41 GMT View Forum Message <> Reply to Message

Hmm. So basically, a plane or fairly flat box in Gmax/3DSMax with that map as the texture, exported as a static w3d object?

I'll give it a try, see what happens.

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