Subject: Re: Looking for w3d animations that wont import properly into max
Posted by Jerad2142 on Tue, 14 Jan 2014 19:12:18 GMT
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Here you can give this one a try, I know it won't import into RenX, but I don't have Max8 installed to see if it fails there, I know RenX crashes when it gets to the "Animating..." phase (works fine in game).

File Attachments
1) WallMountFireEx.W3D, downloaded 178 times