

---

Subject: Gmax's W3D Importer beta test team  
Posted by [Anonymous](#) on Mon, 21 Oct 2002 00:12:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Abjab:You won't need to extract any W3D anymore, you'll simply browse through \*.mix, \*.pkg or \*.dat files and Import the w3d from there. - AbjabW00t!

---