
Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Sun, 20 Oct 2002 10:08:00 GMT

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V1.16b will be ready in a a few hours, fixed some bugs that I've never experimented before, and implemented the "Select From Mix File" function. 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. - Abjab
