
Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Sat, 19 Oct 2002 21:32:00 GMT
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Ok, sorry for the delay, ran into some last minute problems. Still need to implement some stuff, but with it you should be able to import most everything. The Importer packed is about 200 Kb so I don't think it would be a problem for anyone if I e-mail it to you. Abjab
