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Subject: Gmax's W3D Importer beta test team  
Posted by [Anonymous](#) on Thu, 17 Oct 2002 03:29:00 GMT  
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I've just thought about something. Instead of having the W3D file locked against import when the author exports it, I'll have it password protected, if anyone wants to use it, they would have to ask the author's permission. Then it's up to the author to decide if he/she wish to share the password(s) for the requested w3d file(s). That way, you also make sure that, if you would ever lose your original gmax files, you could always get them back by importing the w3d files. Which wouldn't be possible if the w3d was simply locked. Tell me what you guys think about that. Abjab

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