Subject: Gmax's W3D Importer beta test team
Posted by Anonymous on Mon, 14 Oct 2002 12:59:00 GMT

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Nice concept.This is the first time i've heard of this application you've been working on.Does this mean that anyone with the XCC Mixer will be able to extract the W3D objects from a map and use them elsewhere?Surely map makers will be a little annoyed knowing that any new objects/terrain that they include in their map could be extracted, edited and used by everyone? More than likely without asking for permission or giving the author credit.