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Subject: gmax to 3ds max...

Posted by [Madtone](#) on Wed, 22 Sep 2004 07:46:52 GMT

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Im not to sure but i think Silent\_Kane found a way to export from 3DS Max 6 to W3D, you would have to ask him. If he has it means you can cut out gmax all together an just work in max.

Like i said im not sure but you can always ask him.

Otherwise you can just pay \$400 and sign up here and create your own W3D exporter

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