
Subject: Re: Great news for Modders And Mappers who use 3DS Max
Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 00:23:45 GMT

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Madtonel might have figured out a way to make a RenX plugin for 3DS Max, that means you would be able to export to w3d straight from Max!!!!!!

now im not too sure but from where i am right now its on about 70% Of finding out for certain if it can be done!

i decided if it can be done, it will be called "Renegade Studio". (lol, how original).

just thought i would let you guys know!!

So you are creating the 3DS W3D Plugin...

Howwwwwwwwww kool is that...

Just what I needed exporting and importing and all was just a pain in the backside...

Hope you have this out soon ...

If you get this done your name shall be stored in my signature for forever and a day.

-Sk8rRIMuk
