
Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 16:17:06 GMT

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Looks like the only way you can get a 3DS Max W3D Plugin then would be:

Obtain the official plugin from EA

or

Quote:but theGmax Developers kit, reverse engineer the dle, and THEN learn the entire format as well as Greg Hjelstrom

Is anybody up to either of these tasks?

-Sk8rRIMuk
