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Subject: Re: Max to W3D Exporter!

Posted by [jonwil](#) on Sun, 22 Jan 2006 03:18:07 GMT

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What exactly does this do in terms of features?

Same features as the westwood GMAX plugin?

Any extra features? (e.g. support for prelight lightmap data)

Or is the only advantage that this is for 3DS max vs gmax?

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