
Subject: Re: Max to W3D Exporter!

Posted by [Aircraftkiller](#) on Mon, 23 Jan 2006 23:26:46 GMT

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Of course it is, we made it. It's not the one you used at Westwood. It's a completely stand-alone version, and it's no different from Ultimate Unwrap 3D having W3D import support. You can charge for programs that work with games, otherwise companies like Maple3D (www.maple3d.com) would not be selling their Game Level Builder for BSP engines.
