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Subject: Gmax>3ds

Posted by [JRPereira](#) on Sun, 01 Jun 2003 11:20:49 GMT

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Is the w3d importer still being updated? When I had to try to recover haunted house 2 earlier (gmax file went buggy, ended up having to recover from an older backup), I noticed it doesn't support multi-pass materials and multi-material meshes (at least in the version that I have, I don't know where to check for new versions).

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