
Subject: Re: what map modifying tools do i need
Posted by [Genesis2001](#) on Thu, 03 May 2007 19:18:27 GMT
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Jerad Gray wrote on Thu, 03 May 2007 09:54MathK1LL wrote on Thu, 03 May 2007 08:30
If you mean making your own Co-Op maps, You'll need either 3DS Max (Latest is version 9) or
RenX (mod for Gmax).

Incorrect, max 8, 9 cannot export to W3D yet.

:/ There IS a W3D exporter out, I just don't know where to get it...

-MathK1LL
