Subject: Re: .gmax to .max converter/importer
Posted by Jerad2142 on Tue, 15 May 2007 17:49:22 GMT
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Merovingian wrote on Tue, 15 May 2007 09:38CarrierII wrote on Tue, 15 May 2007 15:36Export as W3D and then import them into Max using the W3D importer?

Only way unfortunatally.
And your screwed if you have max 9.