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Subject: G-Max to 3DS Max Importer/Exporter?

Posted by [maytridy](#) on Wed, 02 Jul 2003 16:22:34 GMT

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Quote:Wait, what has everyone been saying in this post? Using the w3d import/export plugin will be easier/quicker than exporting it with the quake gamepack in .md3, importing it into another program, exporting it in .3ds and importing that into 3dsmax. With the w3d plugin all you have to do is export it once, in .w3d then you can import it into 3dsmax...

We said to use the gamepack before we found out the importer worked.

Sprengem, just use the importer. The link is in the posts above.

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