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Subject: Re: GMAX\W3d -> 3DS

Posted by [danpaul88](#) on Thu, 26 Mar 2009 09:59:38 GMT

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Use the W3D Importer for Gmax tool to import a W3D model into Gmax, and THEN use the 3DS Exporter for Gmax to export that to a .3ds file. I would give you download links but I am at work at the moment and most sites that would host them are blocked by the proxy server

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