

---

Subject: 3ds max 6

Posted by [IRON FART](#) on Sat, 28 Feb 2004 00:19:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The .w3d to .gmax plugin for gmax does work. You may have just used it wrong. Once you have something in .gmax yo can probably import that .gmax file into max from within 3dsmax 6.

---