
Subject: 3ds max 6

Posted by [Genocide](#) on Sat, 28 Feb 2004 05:31:01 GMT

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Well another good way would be this:

.Download My MD3 Importer/Exporter at: <http://tgnetwk.com/~gen0cide/MD3IMPEXP.zip>

.Extract file to your Gmax (Yes Gmax Not RenX , Normally C:\gmax\plugins) plugins folder.

.Export your model to .md3

.Download Milkshape 3D , (<http://www.swissquake.ch/chumbalum-soft/files/ms3d170.zip>) ,
Import the MD3 Model and export to .3ds

.Import the .3ds file into Max.

And kappof!
