
Subject: Question

Posted by [HORQWER](#) on Tue, 15 Jan 2008 01:34:51 GMT

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how do i import gmax files into 3ds max 8?

Subject: Re: Question

Posted by [trooprm02](#) on Tue, 15 Jan 2008 01:37:52 GMT

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ferkhat wrote on Mon, 14 January 2008 19:34 how do i import gmax files into 3ds max 8?

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Subject: Re: Question

Posted by [HORQWER](#) on Tue, 15 Jan 2008 01:40:18 GMT

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trying to improve ur messages count?

Subject: Re: Question

Posted by [trooprm02](#) on Tue, 15 Jan 2008 01:41:49 GMT

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no.....maybe.....yes

Subject: Re: Question

Posted by [HORQWER](#) on Tue, 15 Jan 2008 01:43:50 GMT

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and way back to the topic question

Subject: Re: Question

Posted by [GEORGE ZIMMER](#) on Tue, 15 Jan 2008 01:45:18 GMT

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Kill yourself, that's how.

Subject: Re: Question
Posted by [Zion](#) on Tue, 15 Jan 2008 01:49:10 GMT
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You can't, decently anyway...

What you can do however is export to w3d and import the w3d into Max.

Don't forget to weld everything as w3d detaches all triangles...

(PS: Mod forum)

Subject: Re: Question
Posted by [sadukar09](#) on Tue, 15 Jan 2008 02:56:31 GMT
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Cabal8616 wrote on Mon, 14 January 2008 19:45Kill yourself, that's how.
This guy speak the trues.
