
Subject: W3D to gmax Importer - Updated!
Posted by [Anonymous](#) on Fri, 07 Feb 2003 16:57:00 GMT
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I found another 'bug':- If you import a W3D and open another (gmax)file, some error messages comes on screen, I think about 15, you can click 'OK' and continue, but it takes some time, to click
