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Subject: .3ds Exporter Plugin?

Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:43:00 GMT

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Hmmm...Well, does anyone here use MilkShape? If you do, could you tell me if it imports the renegade model format(.w3d or something like that )? 'Cause it imports/exports from several dozen different game formats... (quake/2/3 sof/2 are the ones that i remember...)And it can export to .3ds, so if it does import the renegade format i can export to it, import in milkshape, export to .3ds and render in 3dsmax...

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