
Subject: Gmax's W3D Importer beta test team
Posted by [Anonymous](#) on Mon, 28 Oct 2002 03:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Materials were implemented really quick, there is still lots of work to do to get them imported properly. In some occasions gmax will crash when opening the material navigator after importing a w3d, this will be fixed too when I get the time to work on the materials part of the script.- Abjab
