Subject: Gmax's W3D Importer beta test team Posted by Anonymous on Mon, 21 Oct 2002 00:12:00 GMT View Forum Message <> Reply to Message

quote:Originally posted by Abjab:You won't need to extract any W3D anymore, you'll simply browse through *.mix, *.pkg or *.dat files and Import the w3d from there. - AbjabW00t!

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