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Subject: Great news for Modders And Mappers who use 3DS Max

Posted by [Madtone](#) on Thu, 10 Apr 2003 00:08:13 GMT

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I might have figured out a way to make a RenX plugin for 3DS Max, that means you would be able to export to w3d straight from Max!!!!!!

now im not too sure but from where i am right now its on about 70% Of finding out for certain if it can be done!

i decided if it can be done, it will be called "Renegade Studio". (lol, how original).

just thought i would let you guys know!!

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