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

Posted by [Madtone](#) on Thu, 10 Apr 2003 04:46:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

hmm, wasn't expecting that.....

well i had got alot of functionality out of it so far, but you can't blame me for trying.

i guess i will just have to concentrate on making 3DS Max more Renegade Friendly and also concentrate on making Gmax better (for the people who don't have 3DS Max)

sorry guys
