
Subject: Great news for Modders And Mappers who use 3DS Max
Posted by [laeubi](#) on Thu, 10 Apr 2003 06:33:20 GMT
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why don't you just code a .3ds exporter for GMAX, that will do all.

.3ds files can be imported by GMAX and then reset the textures is just a second away.

You can also import w3ds no theres a importer for GMAX.

The only worse thing is, there is no posibility to export from GMAX to .3ds
