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Subject: Re: 3ds max to map.. (quake, half-life, or half-life 2)

Posted by [JRPereira](#) on Sat, 28 Jan 2006 02:43:23 GMT

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Did I read that right? 3dsm to map for quake and half-life 1 and 2?

Honestly, I really hated the hammer editor, even the hl2 version - so this sounds pretty neat.

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