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Subject: Gmax>3ds

Posted by [Havoc 89](#) on Sun, 01 Jun 2003 03:32:34 GMT

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EZer way.. thats to Genocide... and the creator of W3d Importer. ok copy that importer into the script/startup in gmax and 3ds Max. That use gmax and export to w3d than, run 3ds Max and run the script and import

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