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Subject: Re: GMAX to MAX9

Posted by [Jerad2142](#) on Fri, 06 Apr 2007 18:08:01 GMT

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I guess there is a doom exporter that could work, but you have to select each mesh individually, and its so stupid I'm not even going to post the link, lets go for the W3D version.

I also found EA's max 7 version, but it doesn't work with max9.

Something that could convert to .3ds would be fine to.

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