
Subject: Re: what map modifying tools do i need
Posted by [Jerad2142](#) on Thu, 03 May 2007 15:54:45 GMT
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MathK1LL wrote on Thu, 03 May 2007 08:30
If you mean making your own Co-Op maps, You'll need either 3DS Max (Latest is version 9) or RenX (mod for Gmax).

Incorrect, max 8, 9 cannot export to W3D yet.
