
Subject: Re: what map modifying tools do i need
Posted by [Zion](#) on Thu, 03 May 2007 21:31:49 GMT
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Jerad Gray wrote on Thu, 03 May 2007 16:54MathK1LL 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.

Wrong, there isn't an exporter for 9 yet but there is for 8. It's in renhelp.net's downloads section
under w3d exporter for max.
