
Subject: Re: .gmax to .max converter/importer
Posted by [Carrierll](#) on Wed, 16 May 2007 11:17:54 GMT
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Jerad Gray wrote on Tue, 15 May 2007 12:49
Merovingian wrote on Tue, 15 May 2007 09:38
Carrierll wrote on Tue, 15 May 2007 15:36
Export as W3D and then import them into Max
using the W3D importer?

Only way unfortunatally.
And your screwed if you have max 9.

(.zip is three screenshots of Max9 Trial with W3D importer functioning)

I'll write a guide on how to do it.

File Attachments

- 1) [Really.zip](#), downloaded 147 times
