Jerad Gray wrote on Tue, 15 May 2007 12:49Merovingian wrote on Tue, 15 May 2007
09:38CarrierII wrote on Tue, 15 May 2007 15:36Export 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