
Subject: Re: Gmax to 3ds Max

Posted by [jamiejrg](#) on Sun, 27 May 2007 03:53:59 GMT

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Gen_Blacky wrote on Sat, 26 May 2007 17:28yeah I have done the same thing but they didn't work 4 me

Agreed, you needs extensive knowledge of the doom models to get it working right. I for one, don't want to invest the time in learning.

On a more serious note; is there anyone that could actualy work on the w3d import script? Is it GPL?

Jamie
