
Subject: Re: dont make maps in max, exporter is broken
Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 04:45:10 GMT
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Gen_Blacky wrote on Tue, 14 August 2007 00:18gmax and 3ds max w3d exporters are fucked unless EA releases there w3d tools modelers will still be fucked.

The W in W3d stands for Westwood. Westwood was apart of the mix when Renegade was being made. I doubt EA held onto W3D... there is no money in it anymore.
