
Subject: G-Max to 3DS Max Importer/Exporter?
Posted by [Skier222](#) on Tue, 01 Jul 2003 02:21:30 GMT
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almost there Maytridy, u need to get Milkshape. at like: <http://www.download.com>.

When u get it, u import as .md3 then export as .3ds
