
Subject: Re: W3D Material editor in 3Ds Max
Posted by [danpaul88](#) on Wed, 31 Dec 2008 20:06:23 GMT
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It's not the importer you want, it's the 'W3D Exporter for 3d Studio Max' that you need, it includes the ability to export to Renegade .w3d files and all the associated W3D utilities that are in RenX, such as the W3D material type and the WWSkin spacewarp.
