
Subject: Re: Half-Life 2 Style Map Making
Posted by [Gen_Blacky](#) on Mon, 09 Mar 2009 04:28:57 GMT
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madrackz wrote on Sun, 08 March 2009 07:37Is there a way to load the Under.W3D in 3DS MAX without errors?

what do you mean by errors , like importer giving error or corrupting the meshes. I would use renx to import .w3ds , 3ds max w3d importer is just a rip off from renx.
