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Subject: Re: New versions of the w3d import script and export plugin available

Posted by [Jerad2142](#) on Sat, 22 Jun 2013 18:04:48 GMT

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jonwil wrote on Sat, 11 May 2013 19:19: Due to how GMAX works (and the fact that writing custom C++ code for it is impossible) its just not possible to produce a better importer for GMAX.

See, that's a reason I can understand, I don't blame you for not wanting to work against greater limitations for something that only a small part of the community still uses.

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