
Subject: Re: Looking for w3d animations that wont import properly into max
Posted by [Jerad2142](#) on Tue, 14 Jan 2014 19:12:18 GMT

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Here you can give this one a try, I know it won't import into RenX, but I don't have Max8 installed to see if it fails there, I know RenX crashes when it gets to the "Animating..." phase (works fine in game).

File Attachments

1) [WallMountFireEx.W3D](#), downloaded 66 times
