
Subject: New W3D Modelling Tools Released!
Posted by [jonwil](#) on Fri, 15 Mar 2019 02:44:13 GMT
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A new W3D Export Plugin for 3DS Max 2017 has been released so you no longer need to use GMAX or Max 8 to make content for Renegade.

Details (and the download) can be found at
<https://w3dhub.com/forum/announcement/23-new-w3d-modelling-tools-released/>
