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Subject: Re: Weapon Models

Posted by [Sir Phoenixx](#) on Fri, 23 Sep 2005 12:06:48 GMT

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Gmax is missing a lot of features that 3dsmax has but it is still fully capable of being able to model weapons or other objects in it.

Quote:The way I model weapons simply cannot be done in Gmax.  
Which way is that?

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